

The magazine for members of

THE
ARM
CLUB

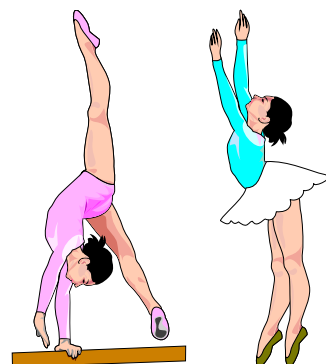
**How the Club was born:
the founder's story**

First look at our new logo

**Using the toolbox from
BASIC: Part 1**

Events Diary

**Altering
vector
clip art**



Issue 22 — Summer 1997

It's Show Time Again ... And Again

It's now half way between the last and next Acorn World Show, the big event of our computing calendar, and you can find details of the place and dates for 1997 in our Events Diary on page 15.

But, if you are suffering withdrawal symptoms, there is no need to wait until October/November for your next Acorn fix. This is just one of the half a dozen computer shows already listed in our Diary to take place during the next 10 months.

The two-day Wakefield Show is already upon us and later this month there is the possibility of an enjoyable day in the Netherlands for the Big Ben Club's Expo 97. Nearer home, The ARM Club's own open days will be held as the Acorn Southeast Show at Welwyn Garden City, in Hertfordshire during July, the pre-Christmas Midlands Acorn Show at the National Motorcycle Museum in Solihull in December and with another open day at Sidcup in Kent next March.

The Club will be at all these events. See you there!

The Club, then now and in future

As well as the Club's plans for the future, we look back this issue at how it all began — as the Club A3000 — with a first-hand account from Rene Barreto, the man who founded it all. Past and present are neatly bridged by the first report to members from the Club's new Chairman, Mark Smith, who provides an update on what was discussed and decided at the recent AGM and Committee meetings and gives the first glimpse of the smart new logo, designed to take the Club on to the 21st century.

Peter Jennings

All opinions expressed in Eureka are those of the authors and not necessarily those of the Club or its Committee members and officers.

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The Founder's Story

About 10 years ago I bought a BBC B computer. It took me quite some time to understand it.

I struggled my way through but without much success. This was from a lack of help, which was difficult to

announcement in the magazine. There was a tremendous response from readers and I received 156 replies. I then got down to organising the Club. I divided the members into representatives for the various parts of the country. Again Archimedes

Rene Barreto tells how he founded Club A3000 to help learn about computing and turned it into The ARM Club with an international membership.

get from the sellers and even Acorn itself. When a customer bought a computer they were left to fend for themselves.

Despite this, when the A3000 came I was among the first to buy one.

The idea to form a club came in 1990 and was a simple one. I thought I would start a club for people like myself, who needed help from those who knew it all. That in a nutshell was what it was all about.

The first step I took was to approach Archimedes World. The Editor was very helpful and agreed to put an

World came to my help and allowed me a page to list them all.

My greatest supporters were my wife, Maria, and my children, who were prepared to suffer in silence. Simon Burrows was one of the early members who put in plenty of his spare time to get the Club to where it is today. Nick Evans and Bruce Dickson were among the others who joined the Club to make it happen.

Early one morning I had a pleasant surprise when I received a telephone call from Geoff Potter, of Safesell Exhibitions Ltd, who were organising The Acorn User Show, being held at

the Wembley Conference Centre. Geoff asked me if I would like to exhibit at the Show. I did not hesitate and it proved to be a great success. We signed up more than 600 new members that day and the Club now exhibits at all shows.

I then approached Acorn and sought their support but the people there were not too happy to get

involved. As one management member said to me “I have seen many like you who have come and gone. Come again next year and tell me how you have progressed.” I took up the challenge and went back the following year and showed them what the Club had achieved and there has been no looking back since.

Acorn dealers

I also approached some of the big Acorn dealers, including Watford Electronics, for support. Computer Concepts was the company that gave me the greatest help. They offered the

Club the loan of a laser printer and also paid for the consumables for printing the first two issues of our magazine.



Club founders Maria and Rene Barreto

Among the negative things that happened were a couple of nasty calls from people who just wanted to cause trouble but I ignored them and

went on and succeeded.

The next step I took to establish the Club was to travel around London visiting various Acorn companies, trying to persuade them to give our members a discount on their products. It took some persuading and many visits before I was able to establish a list of companies who were prepared to cooperate with us.

The discount scheme was one of the mainstays of the Club and I am glad that this is being revived.

I remember the day when we were getting ready to start our very first magazine. Simon, Nick and Ting Kuei were some of those who knew what they were doing and were trying to work the laser printer, which I had collected from Computer Concepts at Hemel Hempstead.

Our first issue of the magazine was eight pages, compared with the 80 pages now being produced more professionally by our able Editor, Peter Jennings. The greatest problem was to get articles for publishing to be sent in, in good time. I understand that the problem is still there to date!

Feeding the hungry

While we were getting on with printing the magazines in one room, Maria was busy feeding the hungry mouths with sandwiches, preparing coffee and, later, feeding those tired guys with lunch. This happened quite often.

Our very first Open Day was held at Bishop Douglas School, in East

Finchley. We had a turn up of about 10 visitors! But that was the start and we did have a lot of publicity from the Press.

Another very popular idea was setting up computer study classes. I persuaded Bruce Dickson to organise the classes, which were held at Mill

Hill School.

Bruce, with the help of his pupils, made them a

great success. The days were fun but again a lot of work.

Steve Arnold later took over running these classes and did a wonderful job. The younger members played a great part in establishing the Club. Most of

the Archimedes users were schoolchildren and their fathers. We encouraged them to write software, which we publicised through the Club, so benefitting both the Club and its

members.

Nick Evans was responsible for setting up of the Public Domain library, which proved to be very





Some of the first members of Club A3000 at an early Open Day at Mill Hill

popular. Nick, who lives very close to me, has always been there to give me the support that I needed .

Behind the scenes

Simon Burrows was another person who was always working behind the scenes to keep the Club going, travelling from Leicester for the many shows we organised here in London.

His work now keeps him very busy but he still finds time to serve the Club, now as its Treasurer.

The biggest change came in 1992

with the decision to rename Club A3000 to The ARM Club to reflect its wider aims and membership, who had now become international.

As founder of the Club, I feel very proud to see what it is today. I am sure the Club would never have grown without the assistance of the members.

The Club *is* the members and I am sure its numbers will continue to grow from year to year.

Maker Series

My computer is used mainly for the home office type of facilities such as letter writing, bank accounts, educational resources for the kids' school work and for Club business. I have always thought that the Acorn desktop computers have

!MemoMaker has been on my desktop for about 6 months now and I have found it very useful. I needed a program so that I could get rid of all those post-it notes and scraps of paper that clutter up the desk and monitor screen. For the first few weeks of

Ralph Sillett gets organised with a new series of programs from Carlton Software.

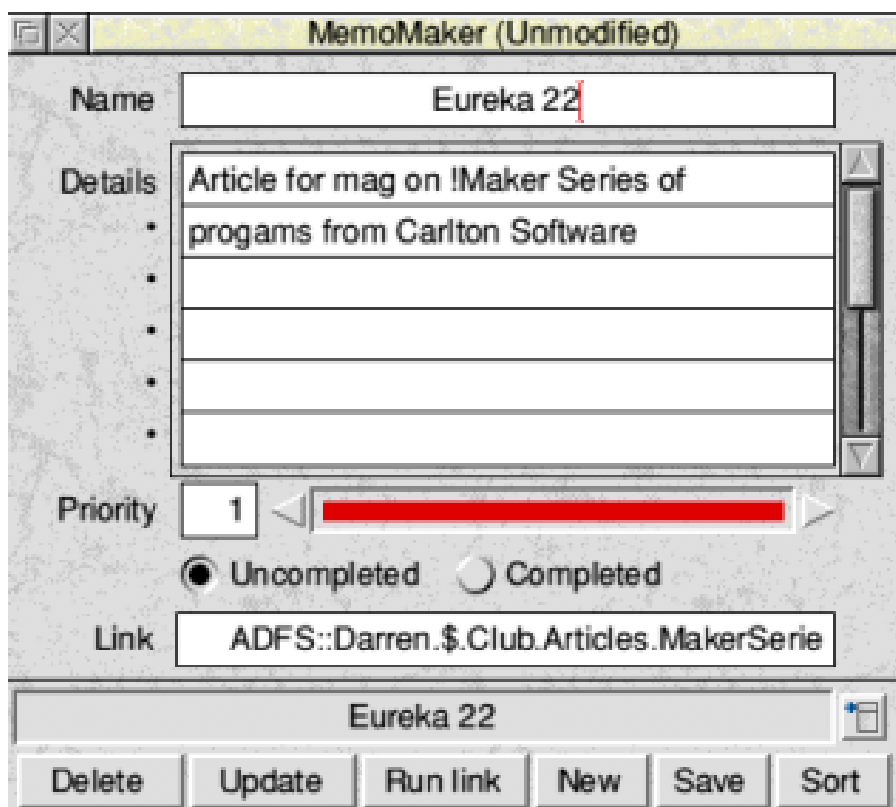
lacked a good Diary/Schedule type of program such as that supplied with the Acorn Pocket Book. Almanac, by Stallion Software, was too complicated and difficult to get to grips with but, with its demise a few years ago, nothing else has come near to the Pocket Book except for !Event which is a little more user friendly. !Event has now been put into the Public Domain by its author and is on this issue's Eureka disc.

The !Maker series, by Carlton Software, may be a step nearer to the ideal set of programs and I like the fact that you need purchase only the section that you require.

using !MemoMaker I kept forgetting to load it up but now I have it set to load up from !Boot which is more useful. Just a click on the MM icon will pop up the main Memo window.

Some nice touches are the ability to link a file, directory, or any other filer object to the memo. The linked object can then be run by clicking on the RunLink option in the the main memo window. I ran this article by using this method each time I sat down to type.

The linking can also be used with !Datemaker and !Mailmaker. The memo is called when you move !Datemaker to the appropriate date. !Datemaker and !Memomaker must



database to print out all those labels etc. !Mailmaker is just a simple database which can be used for day to day purposes and to link in with the rest of the !Maker series.

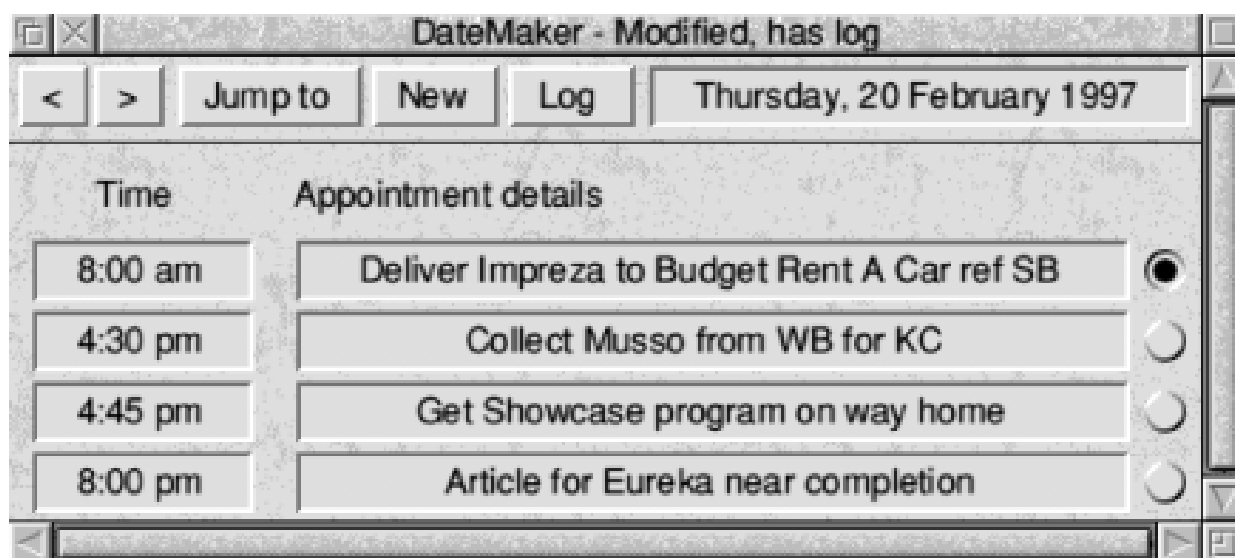
The address could be exported, using the File menu from the main mail

be loaded with the correct file for this to work. The link also works the same with the !Mailmaker. For the links to run correctly it is best to have all the linking options set from the File Options menu in !MemoMaker especially if you want the links to open automatically each time a link is detected. Each memo can have up to 12 lines of text and up to 100 memos per file, with as many files as you need. Each memo can be given a priority from one (the highest) to 25.

My current database is Iota's !Datapower which has to be the best database on the Acorn platform. In fact this is used for the Club's own

window, and dropped onto a template file for the labels you are using. Then the information not required for an address label, such as the notes, telephone numbers and email address, can be deleted. It does save the extra typing. I use !Mailmaker just for those odd labels and as the desktop database for telephone calls and email addresses. I use !Datapower when I need to do loads of labels and any other statistical work such as pie charts. Carlton Software are still developing this program with some more ideas to evolve.

Now !Datemaker is, as its name suggests, an electronic diary. It has



some nice touches but I would like to see it developed more and for it to be able to merge with Schedule on the Pocket Book; similar to (must I say) PC programs. Entering and editing appointments is very easy. Appointments for each day are clearly listed along with their times. Each appointment can have an alarm set. On a personal note I would like the text line to be scrollable or to have another line added to this window to allow more info to be included without going to the Log file.

Searching for an appointment is fairly comprehensive in that you can search through all appointments, or from a given date. Exporting lists of appointments is possible for loading into a word processor or DTP package such as TextEase or Impression, or

into text editors such as !Edit or !Zap then printed as required. To select this you have to go via the File menu and to List Generation. All appointments or appointments within a date range can be selected for export as either DDF or TSV format. For Impression or Ovation Pro you would export into DDF and TSV for text editors such as !Edit.

Log File

A Log File can be created by clicking on Log in the main Date window. This is created in a text editor such as !Edit and can comprise any amount of text. Each day can have a log file so that you can keep a diary or make detailed notes about each appointment.

The other editing options include editing, adding and deleting

appointments. Each of these has a short-cut key combination, which follow the Acorn guidelines. I would like to see the directional arrows in the main window continue with forward and back movement when the mouse button is held down, as in the New Appointment window.

The price

What prompted me to get these programs was the price. Each one costs £8.50 with 50p discount off each if you have two or all three. Postage will set you back £2.49 or can purchase from Carlton at the Wakefield Show or when they attend one of our Open Days. Each manual is no more than 15 pages so they are easy to read before getting stuck in. The Maker series requires RISC OS 3.1 or later and will run on a Risc PC with StrongARM processor with no problems. Each program can be installed to floppy or hard disc. They also take up little memory, typically 104K.

In conclusion, I must say that the more I use this suite of programs the more I appreciate their hidden strengths. Over the period I have been writing this article I have actually got

into the habit of using it instead of jotting down those little post-it notes. I even print out a list of appointments each week for my secretary, who at last knows my whereabouts. But so does the boss! The merging of data with the Pocket Book would be a very good addition along with the ability to print labels, either singly or in multiples. I hope to be kept informed as to future developments and will publish any modifications in a future issue of Eureka. At the moment upgrades are free especially if you have an email address. Don't forget, if you buy these products give the author some feedback to help him to further improve them.

DateMaker

MailMaker

MemoMaker

Price (including VAT): £8.50 each

Any two for £16. All three £23.

Postage, any quantity, £2.49.

Supplier: Carlton Software

Felmersham Road

Carlton, Bedford, MK43 7NA

Tel/Fax: 01234 721448

Email: info@carltsw.demon.co.uk

Web: www.carltsw.demon.co.uk

Tizzy's Toybox

Having been in teaching for some years now, there are certain names that ring a bell when I see a new software package. Mike Matson is one, Hans Rijnen is another, and so, as it happens, is Sue Rankin. As they have all

with a picture of two shirts and asked which has more buttons. Cleverly the buttons are not necessarily arrayed in a long line but have been put in different arrangements which means that careful counting is essential. If the child chooses the wrong shirt then

Teacher Chris Price opens Tizzy's Toybox and plays it loud and often.

collaborated to produce this software pack, you KNOW you're going to get something special — and you do.

On opening the pack, which is for Pre-School and Early Years, you are confronted with the usual first class support materials that we have come to expect from Sherston and a seven disc set. Obviously you could use it from the floppies but I think most people would aim to put the discs onto a machine with a hard drive. It certainly saves having to juggle a handful of discs around.

Game One is Buttons, a simple counting game. The child is presented

Tizzy (a delightful little clown figure) will count the buttons and ask the child to try again. There are three levels to every game and, in this one, the numbers being used grow larger until they get to 10.

Game Two is Jigsaw. The child is shown a jigsaw with three pieces missing and is invited to put the missing pieces in their correct places. At the lower levels the pieces look like jigsaw pieces. At higher levels the shapes become harder to identify (at Level Two all the pieces are rectangles) and it is up to the child to identify the correct one.

Game Three is Sheep. The child is



presented with flocks of sheep and asked to pick one. Tizzy then sings the first line of “Baa Baa Black Sheep” substituting the colour of one of the sheep for the word “black”. The child is then asked to identify which sheep is in the song. At Level One only primary colours and black and white are used. Level Two introduces mixed shades (pink, green etc.) and Level Three requires the children to identify which two colours Tizzy is singing about.

Game Four, Picture Book, is predictive sequencing. The child is given a picture and presented with

two others and two blank frames. He or she is required to put the two remaining pictures in the right order. At Level Two all three frames are initially blank and Level Three has four empty frames.

Game Five is Bucket and Spade: understanding positional terms. Level One uses simple over/under/in/on. Level Two uses behind/in front/above/below. Level Three has more complex terms. Each time there are four spades to find.

Game 6, Caterpillar: a matching game. For Level One the child is



There is no judgement and no tally at the end of the exercise telling you your score, thus minimising embarrassment for the slower learner.

This is another superb package from Sherston. I have used it extensively

required to match shoes by colour or style. Level Two: matching shoe and sock. Level Three: matching shoe, sock and shoelace. Each time there are three pairs to match.

Game Seven, Pencils: understanding size. Level One: two pencils are displayed and you are asked "Which is the big/small/short (etc.) pencil?" Level Two introduces comparatives—that is: bigger, smaller—and Level Three introduces superlatives: biggest, smallest etc. Each game comprises four correct choices.

One must not forget Tizzy. At the end of every successful session he (she?) performs a trick, accompanied by a lot of noise. This is something that our children have delighted in. If a child gets something wrong then a gentle voice asks the child to try again.

with both three/four year olds and four/five year olds and it is already very popular with both teachers and pupils alike. One of my groups of rising fives practically staged a sit-down strike when told that their turn was over!

I can unreservedly recommend it to all early years teachers and parents with young children. Play it often and play it LOUD!

Tizzy's Toybox

Price: £40 + VAT

Primary school site: £65 + VAT

Supplier: Sherston Software Ltd

Angel House, Sherston,

Malmesbury, Wilts., SN16 0LH

Tel: 01666 840433

Fax: 01666 840048

Email: sales@sherston.co.uk

Events Diary

Some notes for your diary. The ARM Club will be attending the following computer shows. Members and non-members will all be welcome.

1997

May 17 Wakefield '97 10.30-18.00

May 18 Wakefield '97 10.00-17.00

Thornes Park Athletics Stadium, Horbury Road,
Wakefield.

May 31 Big Ben Club Expo '97 10.00-17.00

Hotel Mercure, Nieuwagein, Holland.

July 5 Acorn Southeast Show 10.00-17.00

The Collingwood Suite, The Leisure Centre,
Stanborough Road, Welwyn Garden City, Herts.

Oct 31 - Nov 2 Acorn World '97

10.00-18.00 Friday & Saturday, 10.00-17.00 Sunday
Hall 3, Wembley Exhibition & Conference Centre.

Dec 6 The Midlands Acorn Show 10.00-17.00

National Motorcycle Museum
Coventry Road, Bickenhill, Solihull, West Midlands.

1998

March 1 Club Open Day (times to be announced)

Merton Court School, 38 Knoll Road, Sidcup, Kent.

Altering Vector Clip Art

I suppose there are three main types of readymade art available for the computer, photographs, bitmaps and vector graphics. Most of the photos and sprites that I have seen have been digitised in some way, usually scanned. I don't

Clip Art Collection. To any aspiring computer graphics student I would say these are your sources for self education. By putting the most complicated pictures on the screen and undoing them you can learn all you need to know about making some

If you can't find the clip art you want, just change the clip art you've got. Christopher Jarman shows you how he does it.

think I have ever had any cause to use either of these when readymade. But the vector graphics, I find fascinating!

Either in Draw or in Artworks, it is possible to take illustrations apart and to find out how they were done. Andy Jefferies's ABC art clips are very useful for that. When I was a newcomer to Artworks, I found that analysing Andy's work was better than any article or book, it was a tutorial in itself.

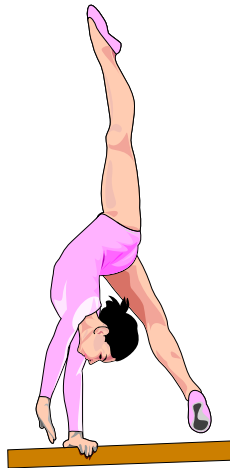
There are now extensive collections of vector art such as Smart DTP, Matt Black's ClickArt and The Sherston

yourself. A good way to start is by altering existing clips to suit your own purposes. Bought clips are seldom exactly what you are looking for, but they can often be close to it, and changing an image into another is perfectly legal. In fact you possess the copyright to the new picture that you make, as it was your idea and your new design.

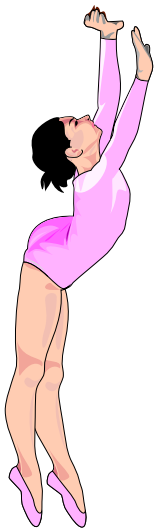
Not long ago I had to provide a drawing of a ballet teacher. Realistic figures are always time-consuming, and quite difficult to get right. So I looked for a ready-made image to alter a bit. I could not find a dancer at all. But I did find a female gymnast,

and being very lazy I thought I could use that. (See right)

The clip was a Drawfile, so my first step was to drop it into Artworks for an easier way to work. I have never got on with Draw, partly because I acquired Artworks the first week I bought my computer, and have



always found it much more intuitive. So move one was to turn the lady up the other way and remove the leg above her head completely as it looked a wee bit unnatural to be honest! I also took away the bar. (See left) I had to ungroup the drawing first so that the parts could be separated for erasing.



I then selected the leg and grouped the parts again, (this is necessary when moving a shaded bit around otherwise you will take only part of it) copied it to make a second leg and arranged them so that the

dancer was now standing. (See bottom left)

Don't tell me you truly noticed that she has two right legs?

At right, I have just altered the hands a bit, to make them less like hands that have been used for standing on, and I had to draw a little tutu to turn her into an acceptable ballet dancer! It did not take more than ten minutes, but to have drawn her from scratch



could have been an hour or more. Of course it is a good idea to turn the model to face the other way and to alter the colours if you want to make it even more your own!

This article was written in answer to a request from the editor. He had seen a review of mine where I had mentioned how a 'cabin in the snow' clip had served as the starting point for a New Zealand house! He thought members might like a quick run through of the stages for that, so here goes.

A friend of mine in a hurry wanted me to design a brochure for her garden design business in New Zealand. The drawing of a little house was needed as a background picture.



The nearest thing I could see was a Christmas clip of a cabin. (At left)



The first job was to drop the Drawfile into Artworks as before, then to get rid of the snow on the roof and the colour of the cabin. I also decided that it would look better without the semicircular window over the door.



Now, the white windows no longer showed up so they had to be filled in black. The snow could easily be coloured green to look like shrubs. Then all that was required was a red roof!

Finally the house was grouped into one and stretched out sideways to give it a different character entirely. Time taken, about five minutes.

Here's a good activity for that day when you are indoors with nothing to do except mess about with your computer. Why not change all your vector clip art into something different? First prize to the punter who alters a jet airliner into a wedding cake!

Members' Discount

Topologika Software are offering Club members a discount on any purchases. Quote your membership number and you can get 20% off any single item of software or 25% discount if two or more programs are bought.

The company has just issued a new catalogue of their educational software, from pre-school to Key Stage Four. To get a copy or to place an order contact: Topologika Software, Waterside House, Falmouth Road, Penryn, Cornwall TR10 8BE. Tel: 01326 377771 Email: sales@topolgka.demon.co.uk

Using The Toolbox From BASIC

In order to create toolbox applications you need Acorn's !ResEd and !ResTest applications currently only available as part of the Acorn C/C++ package. You also need RISC OS 3.1 or later and a !System folder containing the toolbox

The Toolbox sits between an application and the Window Manager and takes away a lot of the donkey work of maintaining the user interface. Instead of dealing with low level events such as a mouse click or a key press and using Wimp SWI /

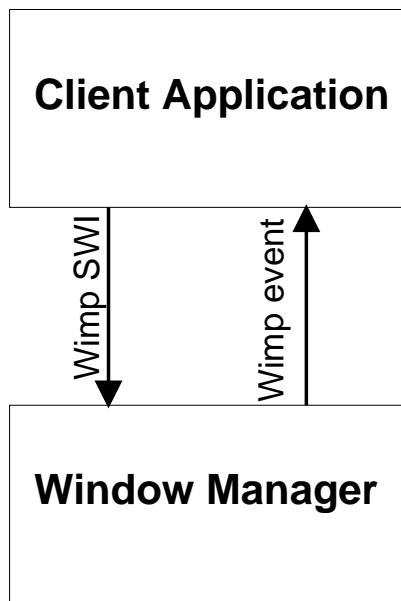
In this new programming series, Mark Smith shows how you can produce multitasking applications using Acorn's Toolbox and an understanding of BASIC.

modules if you have RISC OS 3.1 or 3.5.

A multitasking program is responsible for maintaining its user interface through Software Interrupt (BASIC SYS command) calls to Wimp SWIs such as Wimp_Initialise, Wimp_CreateWindow and Wimp_CreateIcon. The program will also have a central loop which repeatedly calls Wimp_Poll. This is known as the poll loop and is how the application passes control to other applications and how it's informed of events such as a mouse click, key press or message from another application.

SYS calls to create an icon or open a window, most of the user interface is handled automatically and your program deals with events such as the user wanting to save a file, print a document or quit the application. Figures 1 and 2 show how the Toolbox sits between your application and the WIMP. The toolbox uses the following basic principles:

- A user interface is made up of a series of objects.
- An object can be anything that can be displayed on the screen and belongs to your application—usually an icon bar icon, a window or a menu.



- An object is made up of components. For example, entries in a menu, or gadgets in a window.

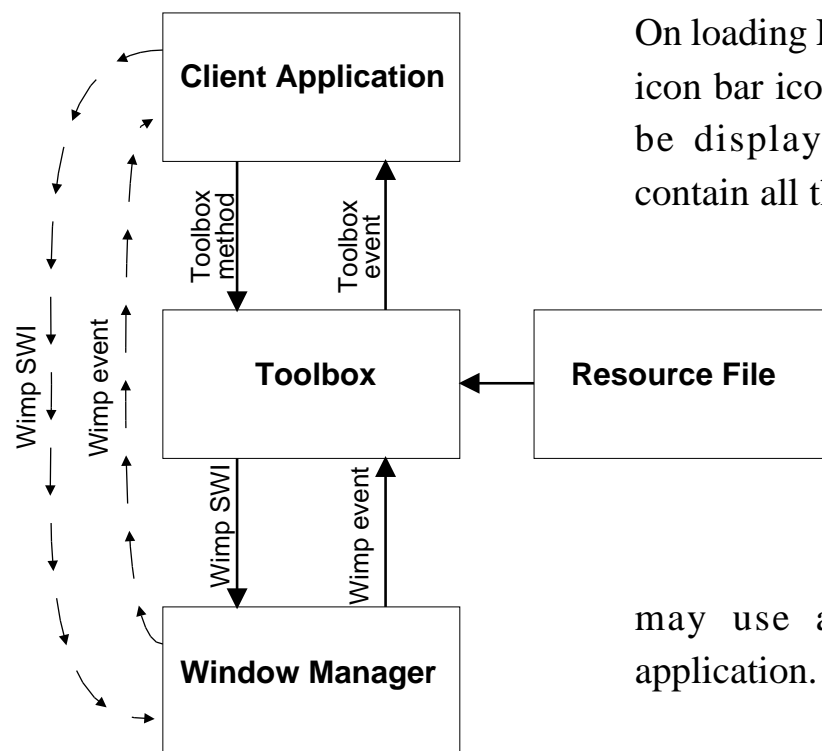
The resource file defines all objects that your application uses, together with details of events returned to the software and how the various objects relate to each other. The

- An object may be user defined or picked from a library of predefined common objects. Examples include a font menu, a 'save as' dialogue box or a print dialogue box.

first step in designing your application is to use the resources editor, ResEd, to define what your user interface will look like by creating a resource file.

Using ResEd

On loading ResEd and clicking on the icon bar icon, an empty window will be displayed. This window will contain all the objects that you create for your application. Click menu over this window and select Prototypes... A selection of object prototypes will appear in a new window. You may use any of these in your application.



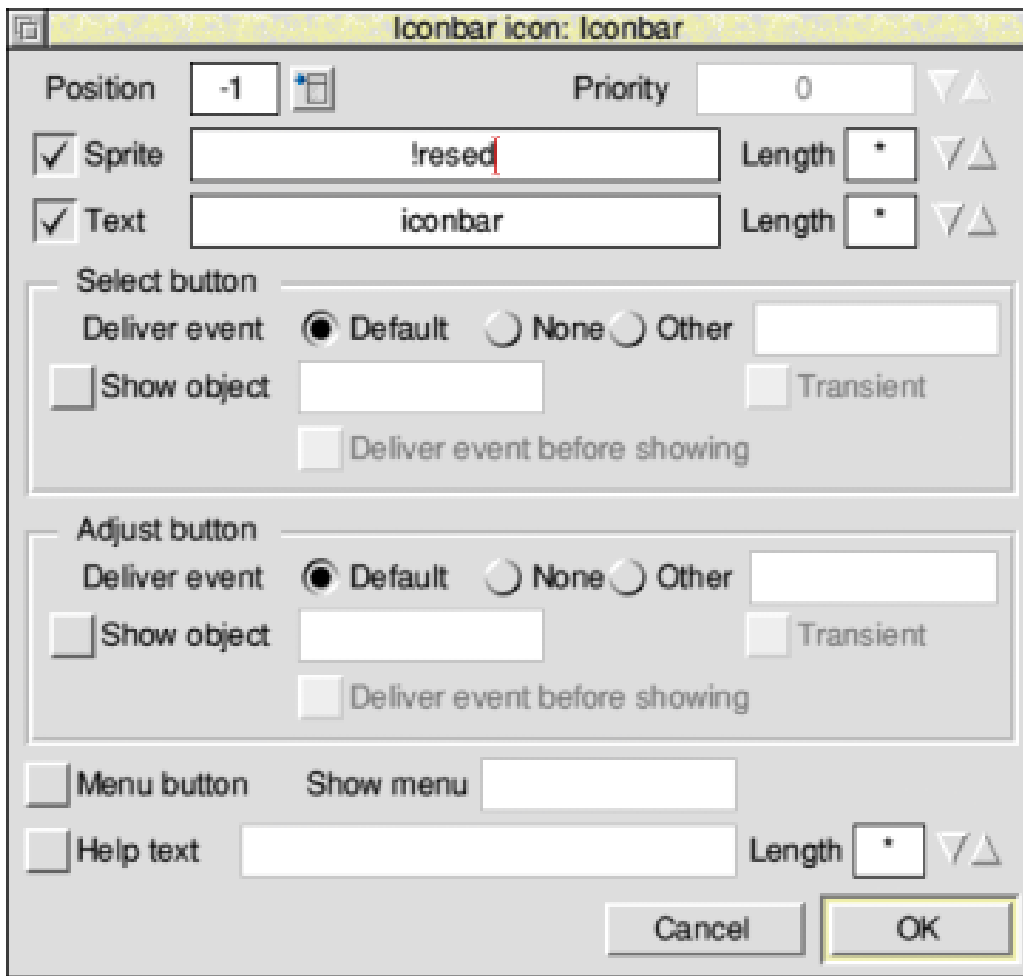


Figure 3

To start off, drag the Iconbar prototype into your objects window and double click on it. A dialogue box will appear as shown in figure 3. Type 'directory' in the sprite name field and deselect the text option button. Now click OK. We want the icon bar icon to appear automatically when our application is started, so we now need to set the object's flags so that this happens. In addition, any object of which we don't want more than one copy should be marked as shared. Examples of objects which shouldn't be marked as shared include

document windows in multi-document editors, whereas only one copy is required of most icon bar icons, menus and dialogue boxes. Click menu over the Iconbar object and follow the Edit and Object flags submenus, or select the object and press Ctrl O. The Yes radio buttons for auto-create, auto-show and shared need to be selected. Once this is done, click on OK. Now save your resources file somewhere on disc (Menu-File-Save or press F3).

Now you're ready to test your

resources. Load ResTest and drop your resources file on the icon bar icon. All being well a directory icon should appear on the icon bar next to it. Since that is all that we defined, you won't be able to do anything with it, but it's a start. These resources are also supplied on the Eureka disc as Example1.

Example 1 A useful diary application

The example I will be following throughout this series is a desktop diary application that will store both one off and repeated events and, for any day, will display events occurring that day and those in the near future.

Supporting files for this example are supplied on the Eureka 22 disc. The first thing you need is !Sprites and !Sprites22 files, each with a sprite called !diary. If you wish to design these yourself, you can do so with an application such as !Paint. The !Sprites file contains the version for rectangular pixel modes such as 12 and 15 (in the old numbering

scheme) and should be 34 pixels wide by 17 high. The !Sprites22 file contains the version for square pixel modes such as 27 and 31 and should be 34 pixels wide by 34 high. In both cases the sprites should be 16 colour. Alternatively, example sprites are supplied on the disc.

Now create a directory called !Diary and place the !Sprites and !Sprites22 files inside it.

Now we can begin to create the resources for our application. Start by creating an icon bar icon as before. This time we'll use our !diary sprite. Figure 4 shows how the object

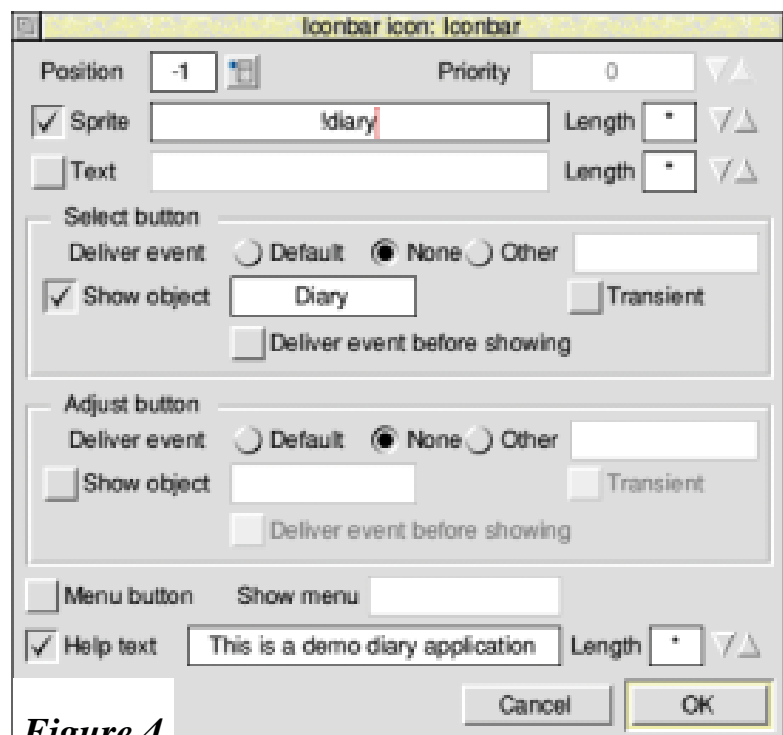


Figure 4

definition should look. You'll notice two points about the definition that are different from last time:

- Clicking select on the icon will display an object called Diary. This will be the main diary window and the next object that we'll create.

- The icon has some help text. If !Help is loaded, this text will appear in the Help window when the pointer is moved over the icon.

As before, select the iconbar icon object in the objects window and use Ctrl O to bring up the object flags dialogue box and use it to make the object auto-create, auto-show and shared.

Designing the main window

The main window for the application will show the date, with adjusters, any events occurring on that date and a section for forthcoming events. We will also want to be able to delete, edit and add events. In order to design a window, the first stage is to drag the Window prototype into the objects window. Now double click on it to reveal an empty window which you can start editing. To make things

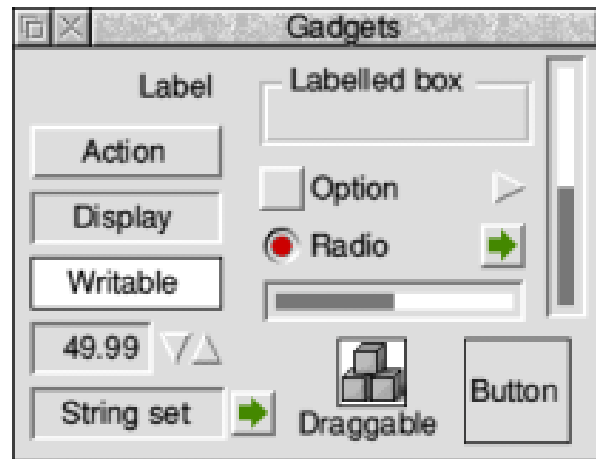


Figure 5

easier, ResEd has a gridlock feature. To use this, click menu over the empty window and follow the Grid submenu option. The size of the grid can be set as required and you can also choose whether to restrict movement of gadgets around the window to jumps in the grid size and whether or not to display the grid. Note that gadgets will not automatically be aligned with the grid when placed on the window, but you can align them using menu, Edit, Snap to grid (or Ctrl S). All gadgets are initially taken from a predefined palette, shown in figure 5. To display this press Ctrl G, or select the Gadgets... option from the menu.

I have used the following gadgets in my design of this window which is shown in figure 6:

Display field

Figure 6

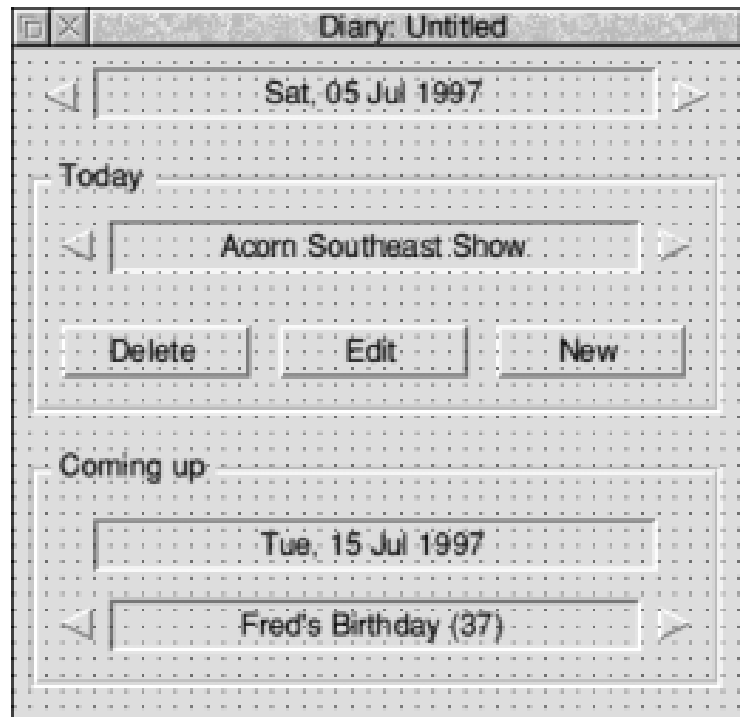
Action button

Labelled box

Adjuster arrow (right pointing arrow on its own in Gadgets display)

They are positioned simply by dragging out of the Gadgets window and into the window which you're designing. They can be resized by dragging one of the eight resizing ears on each corner and edge of the red bounding box which appears when you click on them. Dragging a gadget will move it round the window, whilst holding down shift at the same time will move a copy (note: you can't use Ctrl C to copy gadgets). You can also resize, move or copy groups of gadgets by selecting them all with the adjust mouse button first or dragging a box around them.

Start by dragging the adjust size icon on the lower right hand corner of the window to



make it big enough to place the gadgets in the top left corner of the window as shown in figure 7.

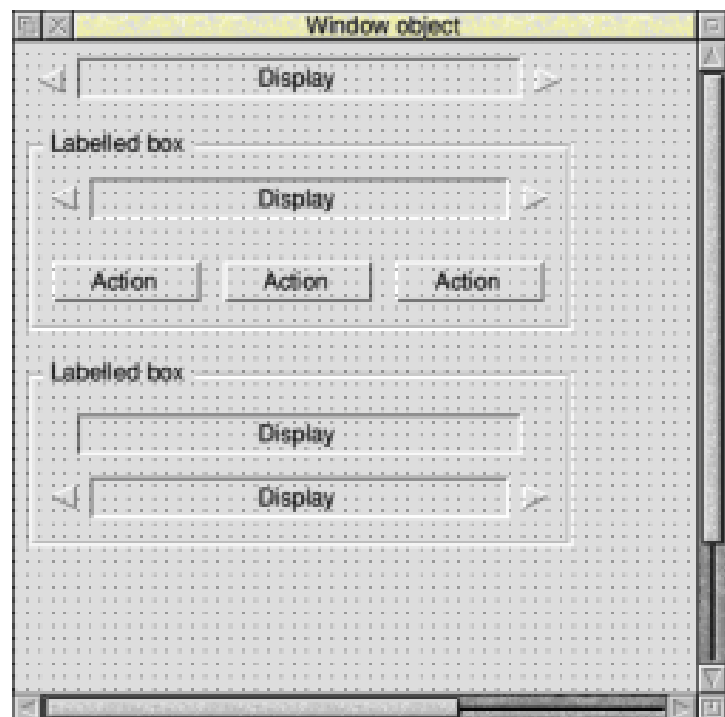


Figure 7

Alter the gadgets

To alter the properties of any of the gadgets, simply double click on them. In each case, you'll get a dialogue box with the component ID and object name at the top at the option to set help text and whether or not the gadget is faded (unusable) at the bottom. The remainder of the dialogue box is dependent on the gadget that you're editing.

For the display fields, you can set the default text, maximum length of text allowed and whether it is left, centre or right justified in the box. I have put some example text in the display fields to give a better indication of what the window will look like. The length box needs to be filled in with the maximum allowable length for the text in the display field, plus one for a null (zero) character which signifies the end of the string. Initially, this will be * which means the length of the default text plus one. The maximum length of the two date fields should be set to 17. All display fields in the window should be centre justified, which is the default setting.

For the adjuster arrows, you can set the direction in which they point. By

default this is right, but we are using a mixture of left and right pointing arrows.

For the labelled boxes, you can set a label text or sprite. I've used text, but if you wish to design sprites to use instead, that is possible.

Action buttons

For the action buttons, you can set whether another object is shown when the button is clicked on and the toolbox event number that is delivered to the application. You can also define whether the button is Default (highlighted with a beige border and clicked automatically when the user presses return in any writable fields), Cancel (clicked automatically when the user presses escape) and Local (window does not close when the button is clicked). For now, just set all three buttons to be Local.

It's worth mentioning that it probably helps to have a logical numbering scheme for the component IDs in a window as we may need to reference some of them from the application. They are all shown in hexadecimal with an & prefix, although you can

delete this and enter them in decimal if you prefer. I've used &1, &2 and &3 for the top display field, left adjuster and right adjuster respectively and then &100 for the first labelled box and then &101 through &106 for the gadgets within the box and &200 for the second labelled box and &201 through &204 for the gadgets within it. The component IDs can be any number between 0 and &FFFFFFFF as long as no two gadgets share the same ID. That gives a range of over four billion IDs, which should be plenty!

When you've finished designing the window, resize it so that there is no excess empty space on the right hand side or along the bottom of your gadgets and bring up the extent dialogue box with menu, Extent... or Ctrl E. Click clip (in the centre of the dialogue box) to make the window work area the same as that currently visible and then OK.

Now bring up the main properties dialogue box (menu, Main properties... or Ctrl W) and deselect Size, Vscroll, Hscroll and Toggle. This will remove the resize and toggle size icons as well as the vertical and

horizontal scroll bars which we don't need for a window of this size. You may also change the window title to something appropriate.

Save and test

If you now go back to the Objects window, select the Window object and use menu, Edit, Rename to rename it to Diary and use Ctrl O to set the object flags to auto-create and shared (but NOT auto-show this time) you can now save the resources file and test it out. Load up ResTest and drag your new resources file to it. All being well, the diary icon will appear on the icon bar and clicking on it will display the main diary window. A copy of the resources file so far is supplied on the disc as Example2.

The Next Step

In Eureka 23, I'll introduce a new window to edit diary entries and we can start to produce some code.

Until then, you may like to experiment with some of the other gadgets and object prototypes which are available or even try to create an icon bar menu for our diary example. *See **Experimenting with ResEd and ResTest**, page 32.*

The Risc Disc 3

CD-ROMs are now so familiar a part of the computer scene that, if you have a drive fitted, it is difficult to remember life before them, when new programs could be bought only on floppy discs or (if you are really old) on cassettes. The vast libraries

The Commercial option leads to two more pages of icons, representing 20 software companies ranging in size from Beebug to Cherisha, all offering demo versions of their products. Most have had their save and print facilities disabled, and are just useful as an

Peter Jennings looks at the latest of The Risc Disc CD-ROM collections of PD, shareware and demos.

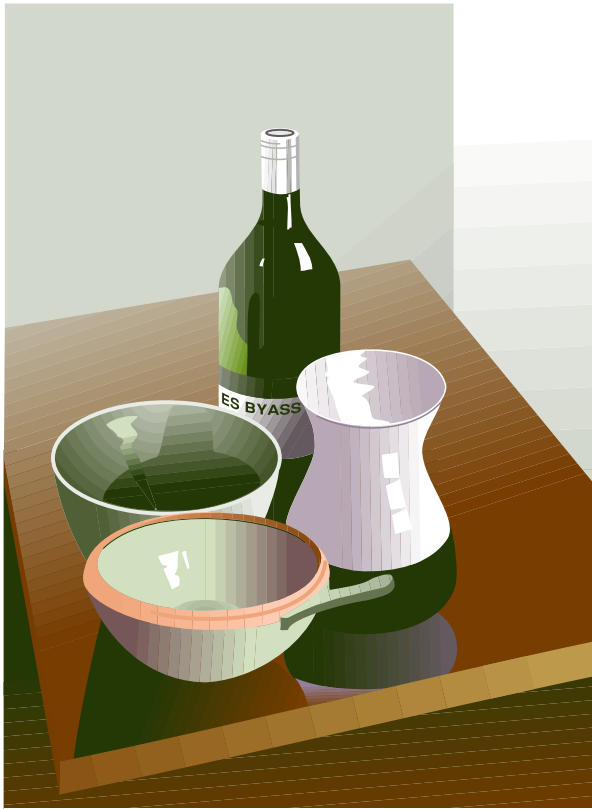
of PD, shareware and demos available on CD-ROMs, at prices which work out at only a few pence for each program, are now rather taken for granted.

The third of the series of Risc Disc CD-ROMs from Uniqueway offers the customary bargain mix of more than 400 programs. This comes with a colourful title page and a search facility, both accessed from the icon bar. The title page offers a choice of five classifications: Commercial, Public Domain, Resources, Technology and The Web, all reached by clicking on their accompanying icon or direct from their directories.

opportunity to try before you buy any that interest you, but there are some graphics, including some beautiful Artworks pictures by Christopher Jarman, which can be downloaded for your own use, although if you have StrongARM it may be necessary to turn the cache off to access them.

Among the demo-only versions are ImageFS, Prophet3, Sleuth2, Schema, TechWriter, Keystroke, Dazzle, Sibelius7 and TextEase.

There are also 20 sub-directories of PD and shareware, for Databases, Demos, Disc magazines, DTP, Games, Graphics, HTML, Internet, Languages, Maps, Maths, Networks,



A still life by Christopher Jarman which can be downloaded and used.

Pocket Book, Programs, Risc BSD, SCSI, Sillies, Sound, Unix and Utilities. Some of these, such as Utilities, contain a variety of subjects in sub-directories of their own and there is enough here for hours of happy browsing.

Star Trek

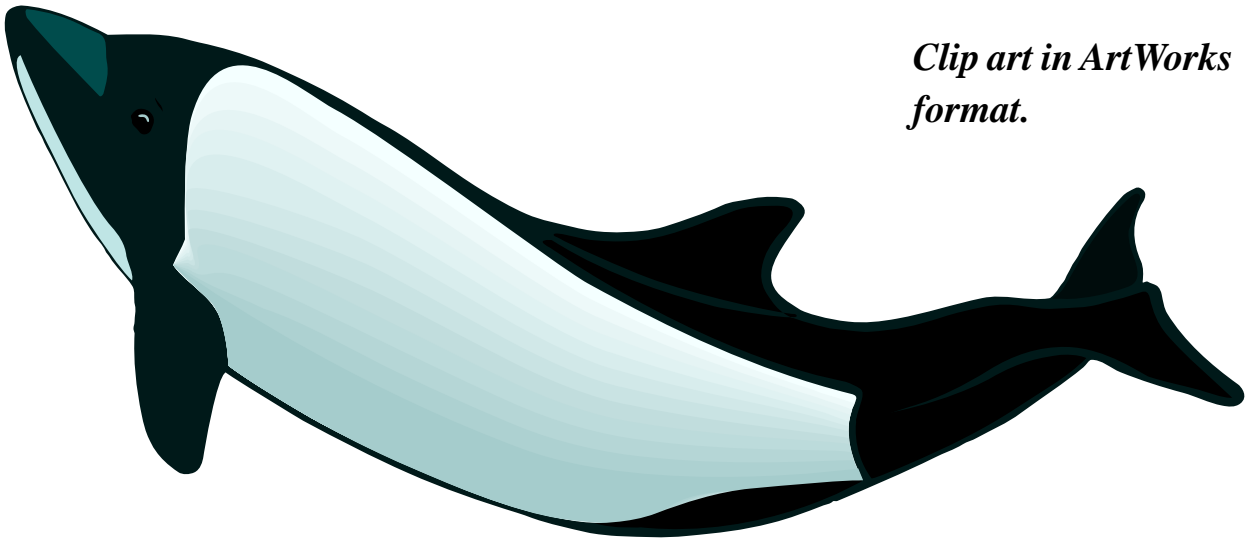
Resources offers Ace Film, Animator, Artworks, Drawfiles, ETexts, FLI animations, GIF, JPEG, MPEG, Replay, Sound & Music and Sprites. There is sufficient reading in the ETexts directory, from the Jungle

Book to Star Trek, to keep you away from the public library for months and the other directories offer a wide variety of films, animations and downloadable graphics.

Technology

The Technology section is subdivided into: Acorn FTP, BBS, Clan, Disc drives, FAQ info, Hydra info, Psion and StrongARM and offers upgrades, patches and documents, including the complete StrongARM Technical Reference Manual as Draw files although this seems of rather limited use as some of the pages appeared to be missing and others refused to load and gave a series of messages about bad text style words at various locations.





*Clip art in ArtWorks
format.*

Web pages

The Web section has two sub-directories, one with a collection of graphics for use in creating your own Web pages and including a copy of ImageBank and the other containing the URLs of Acorn related Web sites.

Upgrade modules

Some modules are supplied to help upgrade some of the pre-StrongARM programs and the disc also contains code to enable the earlier two Risc Discs to run correctly under StrongARM and to be able to access the ImageBank files and ArcFS archives on them.

Altogether, this is an interesting and varied collection. The more of an enthusiast you are, the more you will find of use to you.

There is so much here that it would be really good to have a complete index, preferably one that could be printed out for immediate reference.

However the find facility on the icon bar is very quick, if you know what you are looking for, and clicking on a find takes you straight to the appropriate program.

The Risc Disc 3

Price: £25 inc VAT and postage

Supplier: Uniqueway Ltd

3 Clarendon Road,
Cyndoed, Cardiff, CF3 7JD

Tel: 01222 464020

Fax: 01222 440071

Email: sales@uniqueway.co.uk

PC Problems With A New IDE Drive

Bob Nicholson had some problems when transferring his PC partition from one drive to another. The PC would not boot up from the hard disc, reporting the error 'This is not a system disc'. The problem is caused by the way that a

computer has to have a bootable disc available on start-up, because the operating system itself is held on this disc. Usually, this is a hard drive (normally drive C). The reason why Bob was getting the error 'This is not a system (bootable) disc', is because

In response to Bob Nicholson's article on 'How not to fit a new IDE drive' in issue 21, Darren Grant suggests how to solve the problems with the PC partition.

PC recognises a system disc, which is what the computer will run !Boot from, after Configure Boot has been set at the command line.

When the computer boots up, it will try to run various files on the hard disc to set the computer up correctly. On an Acorn, this is not strictly necessary, as the operating system is held in ROM, or in the computer's memory, with most changeable options being held in CMOS RAM, another type of memory.

The file to be booted, if there is one, is recognised by its name: '!Boot'. On a PC, things are different. The

the computer was failing to find the relevant files.

On an Acorn this would be because the file was not called '!Boot' but on a PC the files are not recognised by their name but because of their location on the disc. We will call this the boot block—all files that are to be booted at start up must be in this area.

Now, the reason why these files weren't in the boot block is because Bob copied the individual files from one hard drive to another. You must remember that even though a 512 Megabyte PC partition is only one

physical file under an Acorn, it is represented by as many files as it contains, being called an 'Image Filing System'. Thus, when Bob copied his PC partition from one disc to another, the files were copied individually; and the files in the boot block were read normally. But the Acorn file manager does not know how to write to the boot block so the files were written to an ordinary area of the partition.

These are all of the files that are needed in the boot block. Remember all the dots '.' are represented as slashes in RISC OS, eg 'IO/SYS' not 'IO.SYS'.

COMMAND.COM
IO.SYS
MSDOS.SYS

So, the trick is to get the files to be copied into the same area of the PC partition as they were taken from.

This is, in fact, exceedingly easy. You simply have to make the computer treat the PC partition like an ordinary file. You can do this simply by bringing up the 'File _xxx'.Set type.DosDisc' menu, and typing in

'Text' to replace the 'DosDisc'. This will allow you to copy the entire PC partition in one go, which will leave the exact position of the files in the partition where they are—including the ones in the boot block. You must remember to set the filetype back to 'DosDisc' afterwards!

Fatal move

However, supposing it is too late and you have already made the fatal move of copying them over. It is still possible to get the boot block files back without re-installing the whole of the DOS directory.

What you have to do is delete the above files. Then create a directory called 'STORAGE' or whatever, and move everything else into this directory for safe keeping.

Start the PC, with DOS installation disc #1 in the drive. Start the normal installation but keep a very close eye on what files are being read/written, down in the bottom right hand corner of the screen. You may find it easier in multitasking mode, which is slower, or even stepping through the process by toggling the Freeze menu option on and off.

As soon as the above three files have been written (this can, of course, be checked using the RISC OS filer — you will have to freeze the PC first, though), you should freeze the PC, either by closing the window, or using the ‘Freeze’ menu option. Open the PC partition.

If the computer had moved faster than you and had created a new DOS directory with just the first couple of files in it, delete the DOS directory. Copy the files out of the ‘STORAGE’ directory you created earlier. Delete

this now-empty directory. Restart the PC and everything should work just fine, with all of your old DOS files just as they were, and a new set of boot block files.

Timing error

Finally, a note about Risc PCs with StrongARM and PC cards. There is apparently a timing error in 18% of StrongARM cards which can cause seemingly random and multiple disc corruptions and crashes. This can be easily solved; phone ART for details.

Experimenting with ResEd and ResTest (see Using The Toolbox From BASIC, page 19)

For anyone who doesn't have a copy of Acorn C/C++, but would like to experiment with ResEd and ResTest, there are demo versions of both on the February 1996 Acorn User cover disc and 2ndAcorn User collectors' CD-ROM (in CDFS::ACU2\$.MAGAZINE.DISCS.9602/ARC —drag it to the ArcFS icon). It is not possible to save files with this version of ResEd, or load pre-prepared resources files into this version of ResTest. It is only possible to create a set of resources with ResEd and test them by dragging out of the objects window onto the ResTest icon.

We are currently awaiting permission from Acorn to distribute these versions. If we get that permission, they may appear on our FTP site (in <ftp://ftp.armclub.org.uk/pub/eureka>) and/or on the next Eureka disc.

The Chairman's Report

Over the last few months we've had an AGM, a few new faces on the Committee and a reshuffle of Committee positions so it's probably a good time for an update on what's happening, what you can expect from the Club and how you can help to

Discount Scheme Co-ordinator:

Gary Parr,

Open Days Advisor: Ralph Sillett

Graphic Designer: Phil Jones

Members without Portfolio:

Matthew Cook, Martin Ebourné and Dave Ruck.

Our new Chairman, Mark Smith, makes his first report to members on recent and future Club activities.

maintain the services available to members and build on them.

Elections to Committee

At the recent AGM at Merton Court School on 1st March, the following Committee was elected:

Chairman: Mark Smith

Secretary: Chris Price

Treasurer: Simon Burrows

Membership Secretary: Toby Smith

Product & Internet Co-ordinator:

Tom Hughes

Publicity Officer: Andi Flower

Eureka Editor: Peter Jennings

Publications Co-ordinator:

John Bancroft

Committee members may be contacted through the Freepost address or fax numbers, or by email to <first name>@armclub.org.uk. Please remember that all Committee members are busy people. We're all unpaid volunteers and most of us have day jobs, so you won't always get an immediate response.

Member Involvement

If you're interested in helping with any aspect of the Club, please get in contact with me. In particular we're always looking out for people who are willing to join the technical support team, providing help for other Club members.

If you have an idea for a contribution to Eureka, get in touch with Peter Jennings (*see page 47*). Remember that Eureka is written by members for members. If you have ideas for anything else which the Club could organise, e.g. training days then please let us know. We can't guarantee to act on all suggestions, but if there is enough demand for something and we can fund it and find a member who is willing to do the work then anything is possible.

Other Clubs

We're always interested in co-operating with other computer Clubs, whether the memberships are either entirely or partly Acorn owners. If you are involved in the running of a Club and are interested in formal affiliation, or just co-operation through the organisation of one-off events, I'd like to hear from you.

An example of an event organised locally, but supported by The ARM Club is the Acorn Southeast Show which will take place on July 5th. This is being organised by John Stonier, Chairman of the Welwyn and Hatfield Computer Club and Sysop of The Digital Databank BBS. If you

have any news of what your Club is doing, or just dates and locations of meetings, please get in contact with Peter.

Products

You will probably be aware that the Club has a range of software products, shortly to be joined by our second PD CD-ROM. We pay software authors a competitive royalty rate, with all remaining profit going back into the Club to subsidise running costs. If you have written software which you believe to be of a high enough standard and useful enough to be saleable and are interested in selling it through the Club, contact Tom Hughes.

Communication

Within the Club Committee, we rely heavily on email as a means of communication. If you have an Internet connection, it's also by far the easiest and quickest way in which you can get in contact with us — messages will often reach their destination within a few hours, even if they have to be manually redirected to the appropriate person as will often happen when you send to info@armclub.org.uk or

support@armclub.org.uk.

It's also far easier for us to reply to email, so you are likely to get a faster response than you otherwise would. You can also join a Club announcements mailing list by sending a message with a subject line of 'SIGNON announce' to: maillist@armclub.org.uk

In addition, if you have an Internet account you may find useful information about the Club and forthcoming events on our website: <http://www.armclub.org.uk/>

If you phone the Club number (07010 709849), remember that it's a movable number charged at 30p/min weekdays, 20p/min evenings and 10p/min at weekends.

This is currently manned by Chris Price, the Club Secretary, most of the time. He works during the day so you are more likely to get through during evenings and weekends. We cannot guarantee to reply to ansaphone messages.

Technical support calls should be directed to a separate number (0973

891330) which is an Orange mobile phone to which calls are charged at the same rates as above. This will be answered by someone who can deal with brief technical questions — more complex questions should be sent in by email, fax or letter. If you phone either number, remember that these are being answered in someone's personal free time so please don't phone in the middle of the night or on special occasions such as Christmas day!

Faxes and letters are handled by the Club quartermaster, Nick Evans. They will normally be forwarded fairly quickly, but it may sometimes take a couple of weeks or more for letters to reach their destination, particularly when Nick is away.

Technical Support

A reminder that the support service is available to members. We will do our best to find someone who can answer any questions that you have, but in the case of queries regarding specific products, please contact the appropriate vendor first.

We are unable to support PC Cards or alternative Operating Systems such as

The ARM Club

The first look at our new look Club logo

RiscBSD or ARM Linux due to limited expertise in these areas.

Membership Database

Please give us all necessary assistance in keeping your details in the membership database up-to-date, particularly your address. It may sound bizarre, but there have been cases where members have not informed us of a change of address and then complained because they haven't received anything!

The membership database is registered for the purposes of The Data Protection Act. Please address all updates to the Membership Secretary, Toby Smith.

New logo

Over the next few months we will be phasing in a new logo. This has been

designed by Phil Jones, a new face on the Committee who will also be designing posters and other literature for us. We have been using the old logo for the past three years and have decided that it's time for a change.

Forthcoming events

Finally, as well as the Acorn Southeast Show on 5th July, we'll also be attending the Wakefield Show on the 17th and 18th May and The Big Ben Club's Expo'97 in Nieuwegein, Holland on 31st May.

We have also booked the National Motorcycle Museum again on 6th December following the success of last year's Club open day there.

We hope to see as many of you as possible at these events. Full details can be found on page 15.

Around The Clubs

The meeting proved to be a great success with more than 40 people turning up to witness a 'Cable News' presentation on the Acorn Computer Group, by Gordon Taylor of ART. His demonstration of the StrongARM processor produced exclamations of surprise and envy from everyone

The first thing the new committee did was to contact other Acorn groups and clubs and ask them for any advice that they could offer us. Ever since then, your Chairman and the Editor have given us much morale support (and old copies of Eureka!). We are also considering The ARM Club's offer of

On January 30th 1997 a small hall in Horsham saw the birth of The Surrey And Sussex Acorn Users' Group. SASAUG's Promotions Officer, Geoff Arnold, reports.

except the few StrongARM owners present. But even they looked envious at Gordon's display of the capabilities of the unfinished 'Replay 3'.

affiliate membership, so you can expect to hear more from us in the future.

Also visiting the meeting was Chris Evans, whose demonstration of CJE Micros's super fast PC card was met with good natured heckling when the Windoze 95 banner appeared in double quick time.

The amazing musical capabilities of Oregan Developments' latest products were heard at the April meeting together with a brief glimpse of their new video conferencing system.

SASAUG

Meetings are at 20:00 on the second Monday of every month. Venue: The Methodist Church, London Road, Horsham. Membership is £12 or £1.50 on the door.

Further information at Web site: www.poppyfields.net/sasaug/ or telephone 01403 253915 and ask for Stuart Bell (Chairperson).

Five Star Selection

Five Star marketing is one of the, mostly, excellent public domain libraries serving the Acorn scene today. Some come and some go but Five Star has been around long enough to make its mark. The particular mark which I wanted to

to say that the discs are not value for money. Even if the particular implementation of a program is not as good as it might be the idea demonstrated may well be useful. If you write programs then examining PD software is a great way to improve your own work.

Deputy Head Teacher Peter Blenkinson looks at a selection of PD discs, with games and utilities to distract him before he checks out the educational programs.

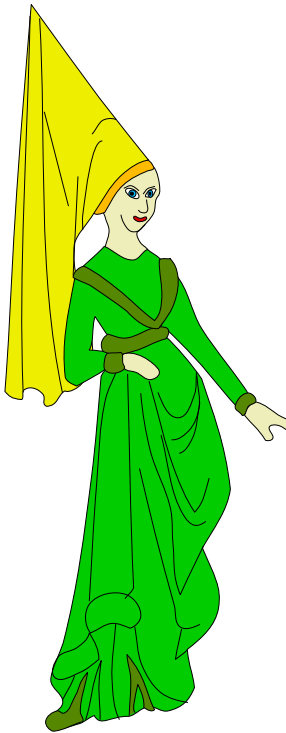
look at was its educational bundles. Sets of discs on one theme, even educational, is a pretty broad category and I was expecting some variety in the three-disc pack.

PD libraries provide very low cost programs because the authors of such material give their work away free and the librarians work for love. It is tempting, therefore, to review the material with a less incisive attack. Put that thought aside, if it ain't no good then this guy is gonna say that.

As to the value of the programs my own feeling is that for around a pound a disc it is almost impossible

Five Star sent seven discs, one was their catalogue, three were the educational set I particularly wanted to review and the remaining three were utilities and some games.

Initially, I want to look briefly at the three utilities discs. First there is BMPSprite, which converts from MS DOS bitmaps to Acorn sprite files. Then there is !CompUtils which provides the bare code needed to compress and decompress (or expand) raw samples. Desktop Companion provides a reasonable set of desktop utilities. They are categorised into System, including quick format of discs, Audio with a tracker player, and Miscellaneous including a pointer wrap module. All



*Maiden, from
the historical
clip art.*

seem to work OK. DosModes provides a monitor definition to allow the Risc PC PC card to run games in full screen rather than letter-box mode.

DrawShapes takes path objects from Draw and moulds them to fit between two other paths. Giftorpc converts Gif format pictures to sprite files. Useful if you want to use those pictures you

found on the WWW on an Acorn set up. LZH is a compression algorithm. Shrink RMA is a module which has found its way onto my machine. It should tidy up the RMA so that the memory is released when tasks are quit.

SPRGrab is a useful little program that allows windows to be grabbed and turned into sprite files. It deals with menus as well. Useful for importing screen shots into articles, such as this. This is now on my machine.

THHeap is a memory management

pair of modules. You will know if you need to manage heaps, other than the pile of rubbish at the bottom of your garden! UltraLoka allows your computer to be locked, software-wise so that a password has to be entered to continue working with it. I always forget the password for this type of program and then I have to try to break in. Usually that is not too hard to do, but it takes time. I guess if you do have to work in an environment where it is necessary to protect your computer in such a way then this could be useful to you. You could always get another job, though!

There are another 42 utilities and many seem useful and since they have generally been released with 1996/7 dates most do work properly. This set seems quite good value and I think you need to find only one program that you use and it is a real bargain.

Also supplied were a disc and a half of games. If you like games then this lot seemed OK and I think the more nimble fingered of you might find something to keep you occupied. Games are games to me and not much more. Give me a disc sector editor and that keeps me much happier than saving the Earth, even if it is 1000 or so years into the future.

On disc 1 of the educational pack, as on all the discs, is !ArcFS and the programs in compressed form. There are 29 images in Draw or Sprite format.

The files are mixed and, as with all clip art collections, if what you want is not there then you have to work hard to feel that they are useful.

An interesting (sic) aspect is that loading some of the sprite files gave a mode error on my Risc PC. In fact OvationPro threw its toolbox window away when I tried to import Albert!

The second directory on the disc contains !Beakers, written by Geoff Preston, which is a test of filling beakers to obtain a particular amount of liquid. Quite fun for a few minutes. !Europe is a visual database of European countries. Some use in a geographical setting. !Final: the year is 2094 and the Earth's energy supplies... You get the picture? Quite well implemented but more a game than an educational program, depending on your point of view.

!GWord: guess a five letter word in four goes or fewer and play against an opponent. !HP11 emulates an HP11C calculator. !MoonTool was ported from the Sun workstation and is vital for werewolves. It shows the

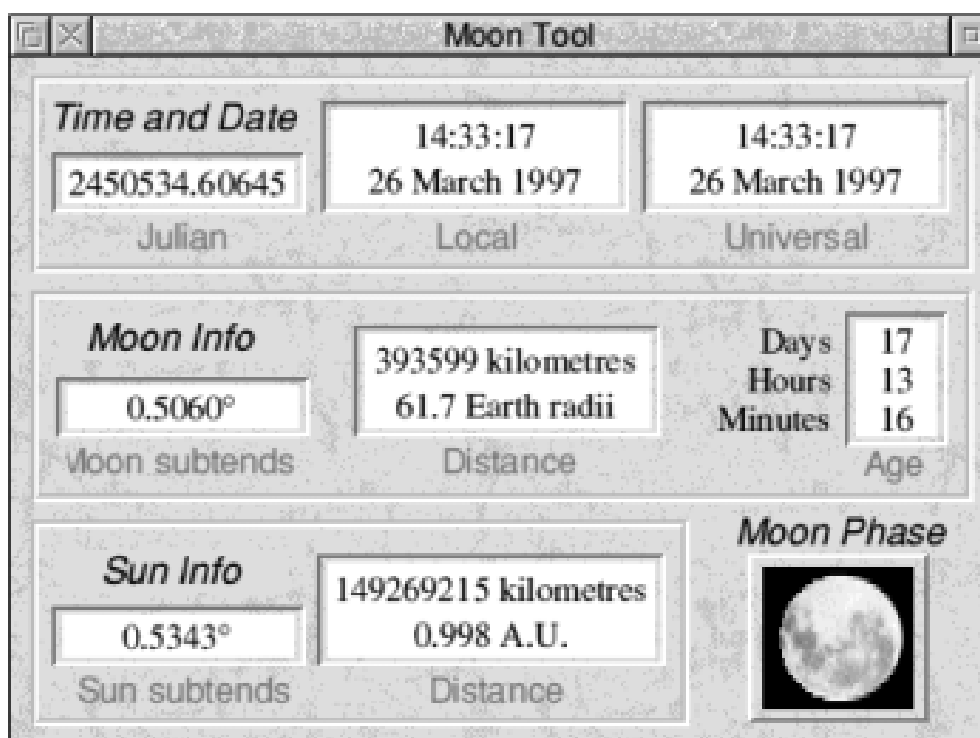


Your Country Needs You! But do you need Kitchener in your clip art?

phases of the moon. Could be useful in science lessons on that subject.

!Numeric: this calculates a value for integrals or differentials of functions. Complicated sums and I found it quite interesting. A level maths or physics buffs may well find this useful. !Periodic — guess what this is. A periodic table display and when you click onto the element you get further information. Some use in a science setting for data search type activities.

!Question asks questions on tables, the number kind. I think that you will be able to judge the writer's educational understanding by realising that if you enter a wrong



Moon Tool

answer to a simple sum it prints “incorrect — twit”! Enough said, I think. !Quizland, written by an Italian colleague, has a problem running on my Risc PC; I suspect because it does not allocate memory properly.

!Resistor would be of value to anyone who needs to calculate the resistance using the coloured bands. I would have used this when I was teaching GCSE electronics.

!SpaceQuiz has no help file and does not run (memory error) on my computer. !Spotter predicts the positions of satellites. Great for those who need to do so. !StarMath, written by our Italian friend, has the same problem as his previous

offering — bad DIM etc. !Sunclock: I like this one. It shows which section of the Earth is illuminated at a particular time. I could use this in my Advanced GNVQ classes.

!Tester offers a set of questions and you answer them. You either get them right or wrong and you are told so. !Universal is a program that gives astronomical information on the universe, or parts of it at least, rather like the periodic table program earlier. Click on the planet, or whatever, and you are presented with some data. Some use in a data search lesson in science.

The rest of the disc contains Draw files. These are reasonable and there are some electrical ones I would find

useful to create worksheets for electricity work at GCSE.

Disc 2 in the three disc set has a CopyuDemo. This in its full version is an excellent graph creating program. The demo is useful. There are some more sprite files of space type objects including some maps.

In the maths directory, along with CopyuDemo, is !Gauss. This, along with !Numbers and !Tables, would not run. They wanted !ArcFS from disc 1 but still refused to run when that disc was in the drive.

!AngleConv and !BaseConv both allow a value to be entered and its conversion shown. Useful if you want to do it. Paticle (I suspect should be particle) contains two programs that suffer from being Risc PC memory unaware. !Simpson is a program that allows some numerical integration of a function using Simpson's rule (nothing to do with the cartoon characters!). If you know A Level maths then you will know if this, well implemented program is of any use to you or not.

Disc 3 contains a number of Draw files which are biological in nature and could well be useful for worksheets etc. Almanac9 is a series, quite a large series, of facts. Such as "In parts of the state of Mississippi,

44 percent of the adult population is illiterate." There are lots of facts here. How one might use the data is up to you. Clearly you risk not getting a reply if you send a letter, with no pictures, to some parts of Mississippi!

The gem in the collection

!KeySpeak is possibly the gem in the collection. It speaks the letter of the keyboard that you press. For some disabled students, such as visually impaired or with some motor impairments, this would be very valuable. As I type it reads the letters I type. It does not speak at the speed I can type but for most students they would not type at a fast rate and the program just about keeps up. I like it.

!Planets does not run. Autosheet allows one to very simply create worksheets of simple sums. This allows lots of practice at arithmetic. Again if one values such a way of working with students then this is a very worthwhile program. It does not allow any analysis of a student's performance, but it was not meant to. It is shareware and £5 allows a registration. Worth it if you want it.

Electric is a text file of a lesson to teach some aspects of electricity. I think it is meant to be slightly humorous and given it includes

details of sending electric shocks, non-lethal, through a friend's fillings in his/her teeth and there are some science errors I find it difficult to recommend it unaltered. Interesting reading, though!

Historical are some draw files that appear on disc 1. !Magic has a DIM problem. !Shopper is a reasonable, though slow, attempt at teaching the use of money for shopping. Better implemented it would be useful for this purpose. Worth looking at.

!TedTables — aargh!!!! Teddy shows a times table and then you have to type the table in. Chronic graphics and dreadful in lots of respects. Delete it from the disc as soon as possible. !NoahsArc looked interesting from the ReadMe description but has a memory error that stops it running. Shame, sounds of animals were awaiting me.

A little twiddling

So what do we have. Several programs that do not run, but with a little twiddling I am sure they could be coaxed into life. Lots of maths and arithmetic drill. Some quiz type programs and one or two gems. Lots of clip art but not enough to do all that one would want to do. Some of the clips do not load, most do.

If you are a programmer then get the

set and spend a wet afternoon making the recalcitrant programs work properly and steal some of the ideas. If you improve them then send your effort to a PD library and support the PD movement. If you are an educationalist then delete lots of the programs. You would not want to be seen using some of them, believe me! Keep the good ones and pat yourself on the back as you will have bought a very good value set of programs for a few pounds.

Five Star — keep up the good work and continue selecting programs to put onto your packs disc sets.

Five Star Marketing PD

Price (pack of three discs): £3.75.

Two packs £7.20.

Three packs or more £3.50 each.

Free demo disc with any pack.

Individual disc prices vary.

Optional membership, costing £7 a year, provides a discount, a bi-monthly disc/catalogue of the latest software and PD news.

Supplier: Five Star Marketing
4 Shepherds Walk, Bushey,
Herts WD2 1LZ.

Email:

norman@fivestar.demon.co.uk

Friends, enthusiasts and fellow Club members; lend me your eyes. It is time once again for another page within the incredibly exciting Eureka magazine of 'Well, I Never Knew It Did That'.

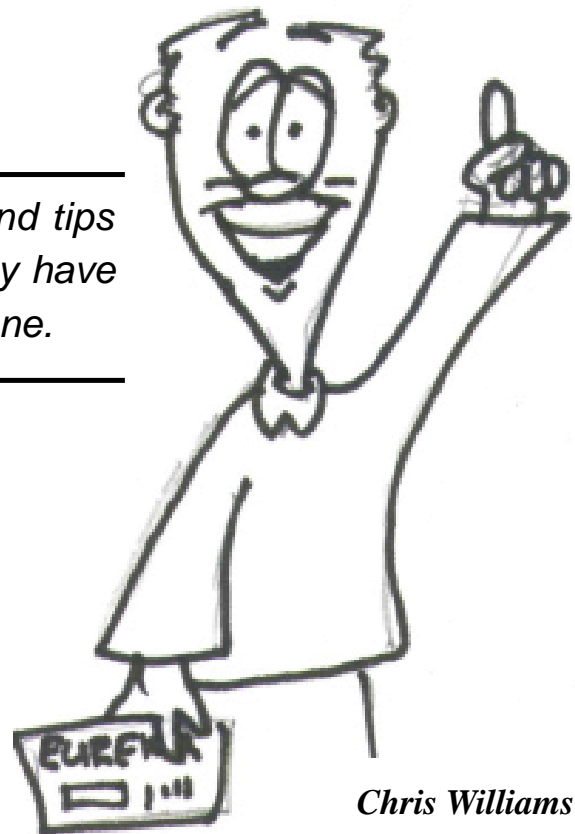
More of those useful hints and tips 'everyone knows' but you may have missed, compiled by Geoff Lane.

Peruse these pages and absorb the info contained within, enlighten yourself as to things you never knew about your Acorn computer. This is the page of fascinating facts, hints, tips, useful functions, anything that may be of interest to us Acorn users.

Christine Shields sent in a tip about using Impression. As this is a program I am not familiar with I will use Christine's own words by grabbing the text from within her Email and plopping it in to this article.

Impression supports drag-and-drop moving of blocks of text from one place to another. Did you know that if

WELL, I NEVER KNEW THAT!



Chris Williams

you hold the shift button down while dragging, it *copies* the block to the new location instead of moving it.

A PC application that I use does this so I thought I would experiment and see if Impression would do it too, and was pleased to find that it does. [Also Ovation Pro. Ed] Anything Microsoft can do Acorn can do better!

A simple hint and a pound to a penny that someone, somewhere, didn't know it did that !! Thanks Christine.

Peter Young tells us that he knows three methods to create a RAM disc.

- *Configure RamFsSize 800k from the command line will create a 800K RAM disc each time you switch the machine on.
- Click select on the Task Manager icon and then under the System memory allocation section click to the right of RAM disc and then drag the red bar to the size you want for RAM (This is my preferred method).
- Create an Obey file; click the menu mouse button (Middle) over the Edit icon, slide off of Create and click on Obey. This will produce an Edit window and if you type in "ChangeDynamicArea -RAMFsSize 800K" without the quote marks, save the file to disc and then if you subsequently click on the icon you will get an 800K RAM disc. On a Risc PC it can be saved into !Boot.Choices.Boot.PreDesk to run automatically when the machine is switched on.

Naturally, with methods 1 and 3 changing the figure from 800 will give a RAM disc of a different size. Thanks for those Peter.

Do any younger family members have problems with the auto repeat of the keys? My daughter did when she was younger. I found the factory set figures were a bit quick and would suggest a delay of one second with repeats of, perhaps, a tenth of a second. Do this by opening !Configure from the Apps directory; click on the icon and then click on 'Keyboard'. From here set Delay for 100 centiseconds (100 one hundredths of a second = one second) and then set repeat for every 10 centiseconds.

It's the delay I find causes problems; the repeat is really a personal choice.

Well, that's it folks for this issue. Don't forget, it's your page. Keep 'em coming and keep 'em simple.

Email your hints and tips to Geoff at online@digibank.demon.co.uk or send them to the Club's usual Freepost address.

Pocket Book Corner

The National Literacy Association's Pocket Book based reading standards project has met with good results. The project gave 600 Pocket Book 2 computers to children in 15 schools in three London boroughs identified as having

of Newcastle University, one of the academics who assessed the project, and a member of Labour's reading task force was said to be impressed with the effect the machines had had, describing the results as 'phenomenal'.

Once again Toby Smith sets out to show that small can be powerful when the Acorn Pocket Book is concerned.

below average literacy skills — a problem often associated with inner-city deprived areas. The project had striking results. Use of the machines in school and at home appears to have pulled the children up to normal levels of reading progress from the previous state, where pupils were falling four months behind in every year, hence entering secondary school two years behind their contemporaries in terms of reading age. Interesting factors for those considering Pocket Books in schools are that none of the 600 machines were stolen, and often the parents of the children attended the voluntary training sessions in use of the machines. Professor David Reynolds

A Water's Tale

This is one of mine again! One evening last week I managed to knock about half a pint of water over, most of which elected to pour onto my upturned Pocket Book, straight into the speaker holes. Kicking myself incredibly hard, I dried off all accessible parts with a kitchen towel, removed the SSDs, and left the opened machine by a radiator with the SSD bay doors opened. The following morning, the machine was perfectly OK — not the stone dead response that everybody had expected (and that I had dreaded) and I didn't even suffer any data loss! The best course of action with a soaked Pocket Book is not to worry. If your machine has

been soaked in salt water (or dirty water) then it is often wise to rinse in clean distilled water (tap water will do). Use some form of absorbent paper to dry off the outside, and keyboard. Remove any SSDs, dry them and inside the SSD bays and the battery compartment. It is then wise to sit the machine near a comfortable source of soft heat (by a radiator or in the airing cupboard) overnight. Don't attempt to dry with a hair dryer (except on very soft diffuse heat setting) as the rapid heating may crack components or soldering in the machine. Also avoid the temptation to blow the water out—it just spreads it to otherwise unaffected areas.

CD-ROM

Only a brief Pocket Book Corner this time—I'm a little busy preparing the Pocket Book section of our next Club PD CD-ROM. At the time of writing this is a whopping 25 Megabytes of software—quite a lot when you consider that that's 50 times the entire memory of my PB2 512K! There are more than 300 individual programs for all uses in there—so go and get one!

As usual, direct any Pocket Book related queries or stories to Toby Smith by email to pbc@armclub.org.uk or at the Club's Freepost address.

Writing for Eureka

Have you got something interesting to say about computing the Acorn way? Do you have some particular computer knowledge or expertise that you could share with other members of the Club—music, digital photography, animation, programming, the Internet, perhaps? The Editor of Eureka would like to hear from you.

You don't have to be an expert writer or even an accurate speller (now we have spelling checkers) as long as you can make yourself understood. Just send for the guidelines and styles that contributors are asked to follow—and have a go.

Email the Editor at eureka@armclub.org.uk or write to our Freepost address.

Help!: Ideas & Information Wanted

Programs to keep mind alert

I am long retired and into my 70's my computer is my main hobby, as I do not have a TV I spend many hours at the keyboard. What I am looking for are programs to keep my mind alert and active. There are plenty of games

Printer driver for HPGL files

Can any members tell me where to obtain a printer driver to create HPGL plotter files.

I am currently designing stencils for various painting projects we have

Can you suggest computer programs to keep a senior member's mind alert, recommend a family history program, help find a printer driver or locate a manual?

around but I am not a Zap the Aliens person. I do have a series of card games, such as Solitaire in various forms, and the tile game Shanghai again with many other names.

I have recently bought an Encyclopedia from APDL which has generated considerable interest from children of friends, who require information for school projects, and of course this adds to my interest and allows me to compare education today with my schools days. I am looking for any ideas for programs to try —not too expensive as funds are limited.

Anthony Wharf

ongoing around the house. I am trying to plot designs out on an HP DesignJet 600 plotter at work, which only takes in HPGL(2) format files.

The only other alternative route I can think of, is somehow to create a DXF file (for which I am about to order the "Draw6" disc from the PD library) which I can convert on my PC at work to an HPGL plot file.

Any help in this area would be greatly appreciated.

Alan Metcalfe

Family history programs

I have been asked to collate the data on my family history and I require a suitable program for this purpose. Are there any programs that you would recommend, commercial or public domain?

Could you please specify where the programs can be obtained.

Houston plotter manual

Also, at a recent auction I was foolish enough to purchase a Houston Instrument digital plotter, model DMP-61DL. Needless to say, things have not been going too well!

Do you know of anybody who has experience of this model and who might have a copy of the User Manual that they would let me see.

The Technical Reference Manual would be even better but I don't suppose that anybody will have ever seen one!

Houston Instrument was taken over by Summagraphics, I believe.

John Davidson

Podule interface

I have a very nice A440, but the PC card it is running is anxious to use HD floppy discs. I have rung round trying to find the podule interface which was once produced, but no-one I have tried can get me one.

Does anyone have an old one kicking around that they want to get rid of or can suggest where I can try?

Peter Horsman

See also Members' Ads on page 78

Can you help?

If you reply by email, please send a copy to Eureka for a possible follow-up article in the next issue.

For Anthony Wharf email to
ajw@argonet.co.uk

For Peter Horsman email to
terry.horsman@urcgb.sprint.com

For Alan Metcalfe, John Davidson and any other replies by snail mail, send to Eureka at the Club's usual Freepost address.

One Line Wonders

Cast your mind back to the 1980's, in the days of the Micro User, when my BBC Model B+ would boot up (in one second) saying 'BBC Computer 32K'. Now it starts up saying 'StrongARM 64M'.

With the advent of the megabyte computer and desktop programming made easy with BASIC V, this trend has all but died out. Surprisingly, it is possible to make a decent program with just 256 bytes.

Programs, like pieces of string, can be any length but don't always have to be lengthy. Darren Grant shows how much can be done in just one line.

Back in those good old days (er... I was five), writing a program was not just a matter of loading up your latest all-purpose development environment and re-loading your latest project; you had to squeeze every little bit of your program into a fraction of the memory we have today.

Possibly it is this rigorous training that has led to the quality and compactness of modern Acorn programs.

In the days of such limited memory, a standard favourite was the one-line game. This was a BASIC program that was just that —one line long.

In this article I aim to make this clear to you.

There are many useful utilities you can make in just one line of BASIC but, before you start, you have to know exactly what you want to achieve from the program and what tactics you want to use. This is especially important because certain structures are not possible in one line of BASIC; procedures and functions, obviously, but also structures such as CASE are not possible as the WHEN statements need to be at the start of the line.

Note: some of the example programs can only be typed in into an editor.

The BASIC prompt can't manage a certain number of characters less than the legal line length. (This is to do with how the line is tokenised during the typing in, or afterwards, I think).

Screen redraw

Let's take an example. If anybody has been using Computer Concept's Impression for a while they will begin to notice that, under certain conditions, the screen fails to redraw correctly. An ideal program, therefore, would be something that can sit on the pinboard and will redraw the screen when double-clicked upon. So:

MODE MODE

might do the trick, but you will find that the screen will clear, and you will be prompted for a keypress. (By the way, MODE as an argument returns the current mode number. So here we are just setting the mode to the current mode.) What we need is something that doesn't prompt for a message:

`SYS "Wimp_SetMode",MODE`

will do just nicely. But we are nowhere near the size of a BASIC

line. Time to make it multi-tasking. In situations like these, we have to remember that each SWI has a number. If this is used instead of the string, it will make the line much shorter.

First, we have initialisation: (Note that spaces have been inserted purely for your convenience)

```
SYS &400C0,200,&4B534154,"Redraw": DIM B% 50: !B%=-1:
B%!4=0: B%!8=0: B%!12=68:
B%!16=68: B%!20=&3002:
$(B%+24)="!Redraw": SYS
&400C2,,B%: Q%=0
```

What this does is initialise the task (the first SWI) then DIMension the main program byte array and put into it values for creating an icon on the iconbar.

Finally, we put the icon on the iconbar (the second SWI). Note, of course, that we will need an application with a suitable !Run and !Boot file, and a sprites file, with a sprite called Redraw. Q% is set to true when the application wants to quit. We now need to set up the polling loop:

```
REPEAT REPEAT SYS
&400C7,&21955,B% TO R%:
UNTIL R%=6:
```

What this segment does is poll the program and exit when the reason code reports a mouse click. Now we need to find out what kind of mouse click it is:

```
IF B%!8=1 THEN Q%=-1 ELSE
SYS &400E3,MODE: UNTIL
Q%=-1
```

If B% + 8 is 1 (adjust click) then end the application, by setting Q% to -1, or if B% + 8 is 4 (select click) then change the mode to the current mode, and start polling all over again. Summing up, we have:

```
SYS&400C0,200,&4B534154,"Re
draw Pro":DIMB%50:!B%=-1:B%!
4=0:B%!8=0:B%!12=68:
B%!16=68:B%!20=&3002:$(B%+
24)="!RedrawPro":SYS&400C2,,
B%:Q%=0:
REPEATREPEATSYS&400C7,&2
1955,B%TOR%:UNTILR%=6:IFB
%!8=1THENQ%=-1
ELSESYS&400E3,MODE:UNTIL
Q%=-1
```

Hopefully, you can now see some of the techniques for one-line programming.

Mouse speeds

Lets see another example. How about a small desktop program that will allow you to change the speed of the mouse without dropping into BASIC and using the MOUSESTEP command? Here is the listing:

Variable	Description
----------	-------------

B%	Main block
----	------------

I%	Indirected data
----	-----------------

V%	Validation string
----	-------------------

S	Mouse speed
---	-------------

Q	Set to 1 when finished (ie normally called quit%)
---	---

R	Polling reason code
---	---------------------

H	Handle of icon
---	----------------

```
SYS&400C0,200,&4B534154,"M"
:DIMB%100,I%9,V%9:S=3:Q=0:R
EPEATREPEAT
!B%=-8:B%!4=0:B%!8=0:B%!12=
68:B%!16=68:B%!20=&700313D:
$I%=STR$S:
$V%="":B%!24=I%:B%!28=V%:B
%!32=9:SYS&400C2,,B%TOH:
SYS&400C7,&21955,B%TOR:!B
%=-1:B%!4=H:SYS&400C4,,B%:
UNTILR=6:IFB%!8=1THENQ=1E
```

LSES=(S MOD6)+1:
MOUSESTEPS:UNTILQ=1

The program will sit on the iconbar, increment the mouse speed when clicked Select upon, and quit when clicked Adjust upon. It will display the current mouse speed in the centre of the icon.

M for Mouse

The first section initialises the task, called 'M' (for Mouse). The second section creates a byte array —a data block for the main program and two small ones for indirected data and the validation string. The third section sets up two repeat loops —the polling loop and the program loop.

The fourth and fifth sections set up the icon on the iconbar (in a fairly fixed position —to the left of the Palette/Display Manager icon) with the text the value of S (the speed of the mouse). The sixth section polls and removes the icon from the iconbar, which will normally be promptly replaced again at the start of the loop.

The polling loop will exit when the icon is clicked upon, and if the click is

Adjust the program will quit, if not, S will be incremented (but if S=6, it will be set back down to 1). Finally, the mouse step will be set in the seventh section, and the final loop will only drop through if Q is set to 1.

Note that this program being so tiny, there are probably plenty of situations in which it will fail. For instance, it can't be quitted using the task manager, and loading more than one copy up simultaneously will yield some strange results. After all, it is written pretty messily —the icon is recreated every poll loop, though in actual fact, I don't think it is —the WIMP seems to realise this and take it into account.

Debug routine

How about a one-line debugging routine for Assembler? In fact, this routine is remarkably useful and has saved me hours of frustration. It allows you to display the contents of a register with a simple function call in your code. Here's the listing for a library file (a file full of procedures or functions, but no main code):

```
DEFFNdebug(A%):[OPTi%:STM  
FD13!,{0-12,14}:MOV3,A%:MOV
```

```

0,#32:SWI0:
MOV0,3:ADR1,B:MOV2,#32:SWI
&DC:SWI2:MOV0,#32:SWI0:MO
V0,#38:SWI0:
MOV0,3:ADR1,B:MOV2,#32:SWI
&D4:SWI2:MOV0,#32:SWI0:MOV
0,#37:SWI0:
MOV0,3:ADR1,B:MOV2,#32:SWI
&DE:SWI2:LDMFD13!,{0-12,14}

```

```

.B EQU$ STRING$(32,CHR$(0)):
]=""

```

Okay, okay, so it's two lines, but one of them is just space for a variable, so you can include that in your main code, or DIMension it in BASIC (DIM B 32). Firstly, it stores all the registers on a stack, so you can put it in the middle of your code without it corrupting all of the registers. It also stores the parameter (A%=R0) into R3, and writes out a space. Then, it recovers the parameter, points R1 to the variable space, converts the number into a string, and prints it out. It does this twice more, each with a suitable header character. Finally, it pops the stack, and returns.

To include it in your program, put:
 LIBRARY "pathname_of_library_file"

somewhere near the top of your code.

So, in a situation such as this:

```

ADR R1,buffer
LDR R2,offset
LDR R0,[R1,R2]

```

calling

```
FNdebug(0)
```

will let you know exactly what it is you've just loaded into R0.

Mini Mandlebrot

Here's one for the mathematicians among us (not me!). It's a one-line Mandlebrot program!

I always thought Mandlebrots were hugely complicated mathematical things, so I was quite surprised at finding a one-line one was quite easy:

```

S%=100:MODEMODE:LXS=2.5/(
S%/2):LYS=2.5/(S%/4):OFF:LX=-
2:
FORPX=0TOS%STEP2:LY=-1.25
:FORPY=0TOS%STEP4:IX=0:IY
=0:A%=-1:
REPEATX2=IX*IX:Y2=IY*IY:IY=2
*IX*IY+LY:IX=X2-Y2+LX:A%+=1:

```

```
UNTIL A%=255 OR X2+Y2>=4: A%
=A%MOD255: GCOL A%: POINT P
X,PY: LY+=LYS:
NEXT PY: LX+=LXS: NEXT PX
```

Try Mode 15, but other ones will work. I won't go into the mathematics of it here but, if you study it long enough, it shouldn't be too difficult to figure out how it works. S% (the first statement) holds the size of the Mandelbrot in total.

So making it bigger will increase the size of the Mandelbrot, and vice versa. LY and LX are logical X and Y values, and PY and PX are their physical equivalents. IX and IY are the iterative calculation variables.

Game

I will round off with a one-line game.

```
MODE 15: OFF: I=0: A$=GET$: X=1
0: Y=500: N=0: D=1: GCOL 255:
LINE 0,0,0,1E3: LINE 0,1E3,1E3,1
E3: LINE 1E3,1E3,1E3,0: LINE 1E3,
0,0,0:
FOR B=0 TO 10: RECTANGLE FILL
RND(1E3), RND(1E3), 30, 30: NEX
T: GCOL 15:
REPEAT I+=1: PRINT TAB(70,1) ST
R$(I DIV 10): X+=D: WAIT: IF IN KEY
```

```
(-99)N+=.1: Y+=N:
POINT X,Y: UNTIL FALSE: ELSE N-
=.1: Y+=N: IF POINT(X,Y)=63 THE
ND=NOT D: I-
=50: UNTIL FALSE: ELSE POINT X,
Y: UNTIL FALSE
```

And just to be thoroughly nasty, I won't tell you what it does or how it works — you'll have to figure it out yourself!

Main points

If you didn't understand some of the programs in the article, don't be put off. As has been demonstrated, a great range of utilities, games and different programming styles can be made to fit in just 255 bytes of code.

Here are some of the main points you have to consider:

- Avoid IF statements if possible — the demonstrated game shows how much of a tangle you can get into.
- In desktop programs, the polling loop doesn't necessarily have to be conventional.
- Always miss out the brackets; eg statements such as CHR\$(13) can

become CHR\$13 —a saving of two characters.

- Using resident integer variables (A%-Z%) can speed up execution, but missing out the % —making it a real, will save numerous characters.
- In FOR...NEXT loops, if you are running out of space, don't use NEXT A% —just use NEXT.
- Plan your code strictly, right from the beginning.
- Use SWI numbers.

- Forget elegance —just make the code work on one line!

- Numbers can be shortened considerably —&62 decimalised becomes 98, saving one character, 1000 can become 1E3, etc.

Send in one-liners

Finally, I would like to start up a new little column here — I want everybody to send in their one-line programs, and the best will get printed each issue.

So get those programs coming in!

Index of SWIs used in this article

0	OS_WriteC
&D4	OS_ConvertHex8
&DC	OS_ConvertInteger4
&DE	OS_ConvertBinary2
&400C0	Wimp_Initialise
&400C2	Wimp_Createlcon
&400C4	WimpDeletelcon
&400C7	Wimp_Poll
&400E3	Wimp_SetMode

All the example programs are on the Eureka 22 disc, accompanied by a small program which allows you to run and view them.

Send your one-line programs or any comments or queries by email to dgrant@dial.pipex.com or write to:

Darren Grant
54a Moor Crescent, Gosforth,
Newcastle Upon Tyne, NE3 4AQ.
Tel: 0191 285 0097

You can also send to the Club's usual Freepost address.

Pocket Book Hints & Tips

The bring facility is one that a lot of people get confused with copy. Bring can be used to pull blocks of text from Write to Cards.

The piece to be copied from Write only needs to be highlighted by using

but without including empty cells either to the side or at the bottom. Open Word then bring the section into Word. To save the Word file it must be saved as a text file not a WRD file. Next create a new database in Cards with the requisite fields. Highlight the

While working away from home for a few days, Ralph Sillett spent some of his spare time noting down these hints and tips — all written on his PBI of course.

Shift+Arrow keys then press the Cards button to enter Cards then Acorn+Shift +A to add a new record. Once the blank record file appears press Acorn+B (bring) and the relevant information is entered.

I use this frequently as jotting telephone numbers and addresses is easier to enter into Write when you are not sure whether to enter it straight into Cards or if it is not convenient to do so.

If transferring a database that was created in Abacus then it is a little different because of the clash of codes. Highlight the block required,

text file and bring into the new database.

Special characters

There are quite a few of those special characters that are not shown on the keyboard that could be useful for highlighting a phrase or word such as • or even ¶. Symbols such as ½, ¼, ¾ can be particularly useful to a lot of PB users. They can be obtained by holding down the Control key and typing the numbers shown on pages 411 and 412 of the User Guide.

Did you know that there is a limit of 50 applications allowed on your PB? There are programs available in the

Club's PD library to overcome this. Check out programs JBLAUNCH and XFILE. The version for PB1/Series 3 Classic is JBLNCH2.ZIP and for PBII/3A JBLA3.ZIP. These are freeware and written by John Boyce.

XFILE17.ZIP is shareware and runs on the PBII/3A only. It costs £10 and is available from:

Raymond Stone
Galactic Computing Ltd
27 Golf Road
Cruden Bay
Scotland AB42 7QF.

Grouping

How many of you install all your applications, then have to scroll along for those applications not in the button bar? I used to do it this way then discovered grouping.

Think of a grouping as a directory similar to those in RISC OS. For instance I have five groups with a total of 16 applications within. To go into a group it is just a press of the space bar when the group is highlighted. Also files can be grouped if you have loads of them.

SSD's

A good contact for RAM and Flash discs is a company in London going by the name of Exportech. They can supply discs up to 8MB for Flash and 4MB for RAM.

As prices for these discs are still quite expensive Exportech can also upgrade your discs. The 256K version RAM is not upgradable. Others cost from £89 for a 128K to 512K to a colossal £738 for 128K to 4MB. Flash upgrades range from £29 for a 128K to 256K to £504 for a 128K to 8MB.

Exportech
P. O. Box 4499
London SW17 8XQ
Tel: 0181-682-3313
Fax: 0181-682-4414
email:
100121.1165@compuserve.com

Repairs

You can get your PB repaired for a standing charge of just £40 from Psion Service Centre Customer Services
1 Red Place
London W1Q 3RE.
Tel: 0990 143050

There is also Pinnock Organiser Services Ltd, who charge £58.75 for a standard service which involves any repair such as faulty keyboard but not replacement of expensive items such as the LCD screen, which on its own costs £108.

The machine is completely refurbished for the £58.75. The main board and LCD are the only items not replaced.

If you have a 1MB machine this can be upgraded to a 2MB for £80 or the 256K to 512K at the same price. All repairs and upgrades are turned around in three working days.

Pinnock Organiser Services Ltd
25 Leigham Avenue
Streatham
London SW16 2PR
Tel: 0181 677 9246
Mobile: 0831 194985
email:
106051.2651.compuserve.com

PD/Shareware

Beside The ARM Club's own PD Library, which contains over 25MB of software in compacted form, another good contact is 3-Lib, run by

Steve Litchfield. Steve also writes software for the machines and his Mapper program is a shareware mapping program to compete with Autoroute Express —and with more facilities as well.

If you are on the Net then point your browser to <http://3lib.ukonline.co.uk/> or send a stamped addressed enveloped plus a DOS formatted HD disk to:

Steve Litchfield
22 Grays Crescent
Woodley
Reading
Berks RG5 3EN.
Tel: 0118 926 5081

Technical help

For any other information or help on the Pocket Book contact Ralph Sillett or Toby Smith through the Club's Technical Help Service.

Email: support@armclub.org.uk
Tel: 0973 891330

Or write to the Club's Freepost address.

Is The Internet Too Popular?

Personal experience has found the Internet to be getting slower and slower. Granted I have an older Acorn machine with slow serial port transfer rates and a 14.4 modem but speed does not appear to be the problem; of late I have found my connections to

JAMS!!! The Internet traffic is similar; as the traffic increases so do the jams. I have often disconnected and redialed a number of times in an attempt to get a better connection (calls do not always get routed the same way) but often I just give up.

Geoff Lane joins the weekend traffic jams on the Super Highway and suggests the quieter routes of the BBS.

be stopping altogether after initially looking promising.

The main problem is that there may be many problems; computer, modem, communications program or phone line. To compound this your connection may be routed through a number of different computers and therefore numerous different phone lines, modems and comms programs.

With the current media hype of the Internet so many people are connecting to the 'Super Highway' that the phone lines are becoming gridlocked and here lies the main problem. What happens when too many cars use the roads? TRAFFIC

The 'Web' is becoming a global advertising hoarding with many surfers, like motorists without a map, endlessly going round in circles, not looking for anything in particular but just sightseeing. The Sunday surfers are like Sunday drivers—they add to the jams (Me included).

What is the answer? Unfortunately, paying may be. Currently surfing the Net is *very* economical. You can subscribe to service providers for as little as £8 a month and local weekend phone rates are 60p per *hour* (cheaper with some cable operators). What other entertainment could you get for that price? Ten hours for six quid is the probable reason for weekend jams.

I can foresee the Internet providers being forced to use 0891 type numbers. Gone would be the days of cheap entertainment; no more surfing for pleasure. It would be dial, get the info needed and then hang up quickly. Those who can pay get a better service and those who cannot afford it lose out. There's a familiar scenario.

There is an alternative

Don't forget, the popular features of the net are available through the trusty old BBS. These are run, by enthusiasts, for enthusiasts —like you and me —and they are not out to profit from us.

You can send and receive Emails, join popular Internet message areas, chat online and exchange PD files. For this the operator, or Sysop as they are known, charge no fee (not the ones I use, anyway). They allow their computer to be used for others to enjoy, they pay their own phone bills and buy their own modems. Some users may send a donation but this is voluntary and not a condition of usage; a bit different from the commercial web.

On the subject of sending Emails;

some boards allow you to redirect replies to a different address so you can send from the board and receive the reply at work, school or college. You can also send one message to multiple addresses which is very handy for clubs or invites etc.

So, you can see, a BBS may provide your needs or, a useful alternative.

Without our support the valuable service provided by the enthusiast-run BBS will die. It costs nothing to use most of them, other than the phone call, and you may be surprised by how much they offer.

The two major boards in the Acorn field are Digital DataBank, run by fellow ARM Club member John Stonier, and Arcade. Both boards give the numbers of further Acorn-run BBS that may be local to members.

BBS numbers

DigiBank 01707 323531

Arcade 0181 654 2212

Geoff Lane can be emailed at:
online@digibank.demon.co.uk

On The Eureka 22 Disc

Welcome to another Eureka disc packed full of goodies! This time everything's in one archive, simply because that's the only way I could get everything on.

It's all StrongARM compatible and should work on any machine with

FCFS

There are a number of utilities out there that allow you to read and write floppy disc images. However, this new one from Sergio Monesi and Nick Craig-Wood allows you to read the images while they're sitting on your hard disc and compact or

Utilities, example programs and even a game demo, all packed into one big archive, fill this issue's Eureka disc. Mark Smith crammed them all in.

RISC OS 3.1 or later and at least 2MB of RAM, though some of the software may run on lower specification machines.

Thanks are owed to Nick Evans for compiling most of the contents of this issue's disc.

Event

This is a desktop diary application and is the only piece of software on this month's disc that must be copied to hard disc before running. A !Help file is included with instructions.

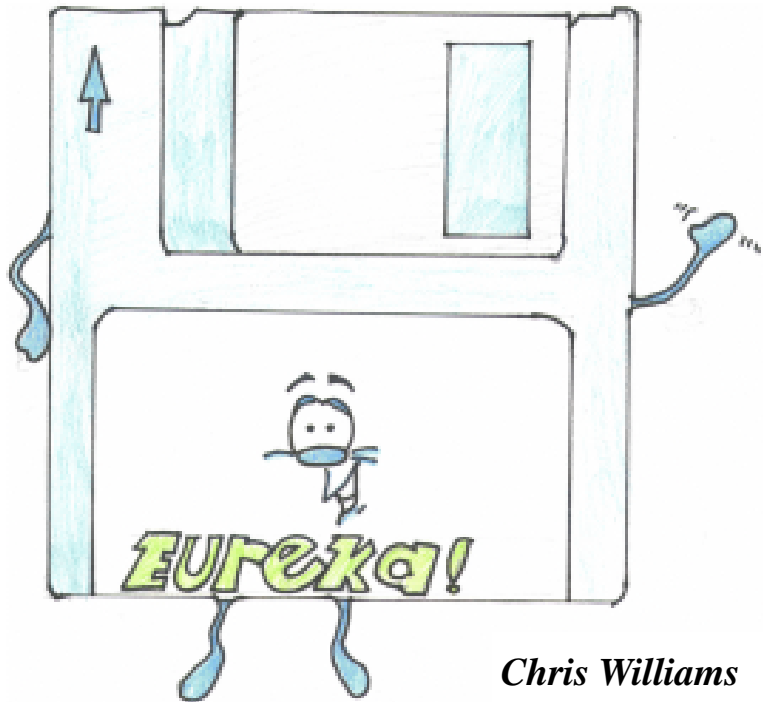
compress the images. It also allows you to take images from any disc on any filecore filing system.

That includes most hard discs and even the RAM disc.

The one missing feature is the ability to change the images without going back to the original media, but it's still potentially useful to anyone who keeps a library of discs for duplication such as PD librarians or software sellers and if enough people register this Shareware application then maybe it eventually will.

SerTest

An invaluable utility from Hugo Fiennes for anyone who's not sure if their serial port is working, their modem is connected up correctly, the cable type that they have or what speed to communicate with the modem at. Just turn the modem on, double click on the application and read what it says.



Chris Williams

Inferno

A new game demo from a software house going under the name of Paradise. I've never heard of them before, but you can judge the quality of their work by trying this demo.

SpecialC

A small module from Olly Betts to prettify the Filer display of CDs and DOS discs or partitions.

Eureka Support Material

The Eureka directory contains files to go with the Printing, One Liners and Toolbox programming articles in this issue. For full information, please read these articles.

FTP site

In future, there will be a set of recent Eureka discs held on our FTP site for cases of corrupt or lost discs. If you have net access and an FTP tool, you can find them on [ftp.armclub.org.uk](ftp://ftp.armclub.org.uk/pub/eureka) in /pub/eureka, or just point your web browser at:

<ftp://ftp.armclub.org.uk/pub/eureka>

A complete set of discs to date will also be on the second Club PD CD which we hope to have on sale at the Wakefield Show on the 17th and 18th May.

Finding Printer Codes

Printer codes are often needed, particularly if you wish to have complete control of your printer within BASIC programs, but at least one manufacturer has stopped supplying a list of them with new printers. However, some of them can

1. Run !PrintEdit from the 'Printing' directory on the Risc PC hard disc or on the Acorn 'Applications' disc with earlier models, and load it with your 'printer definition file'



FX80 PDF file

John Barker explains how to find those useful, but sometimes elusive, printer codes in the printer driver.

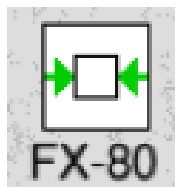
be found easily from the appropriate Acorn printer driver.

These notes refer to an A3010, with OS 3.11, and the old Epson FX80 printer is used as an example. This printer driver is the closest one available to my actual printer, a Canon 9-pin, type PW-1080A. The codes in the directory PrintText on the Eureka disc all refer to this Canon printer. Different printers often have similar codes because many makers wanted their printers to be compatible with Epson's.

You should be able to find some of the codes of your printer as follows:

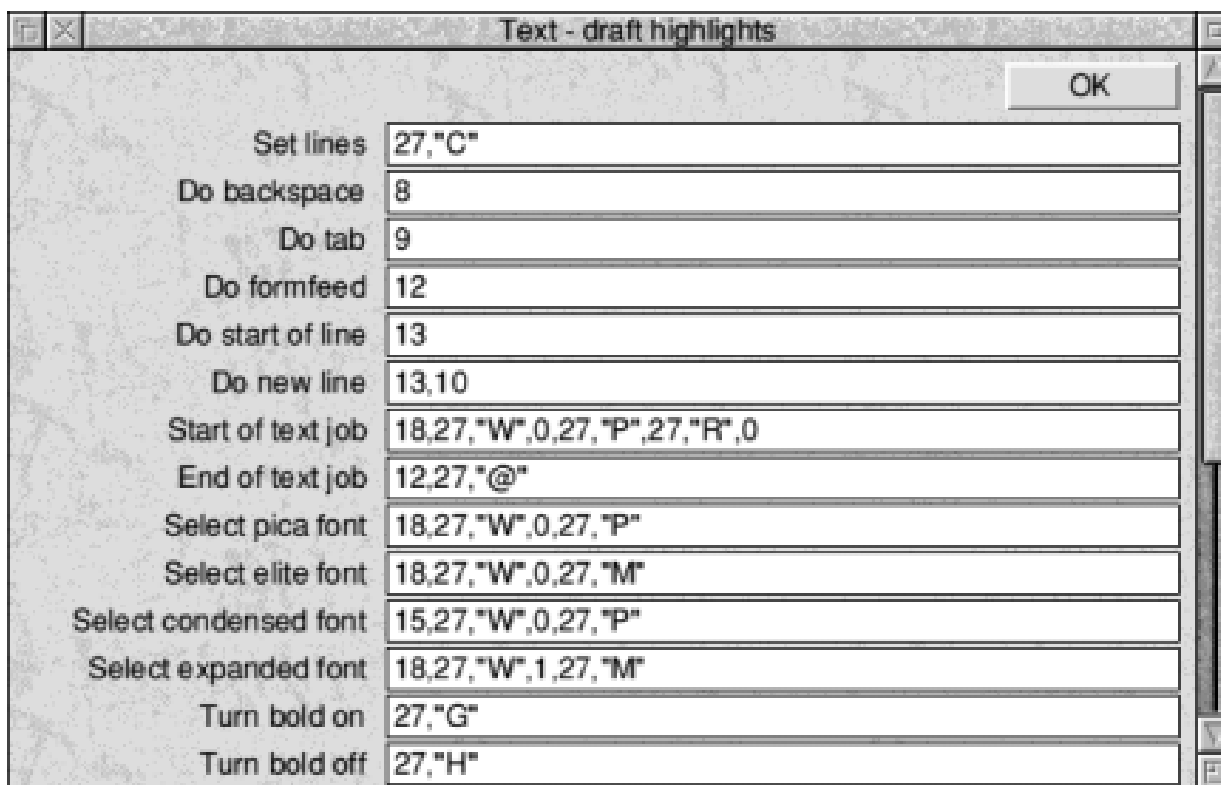
(PDF) from the accompanying 'Printers' directory (which may be *inside* !PrintEdit on the Applications disc). Click on 'Edit draft highlights' to display the control codes.

2. Alternatively, if PrintEdit has been lost, look at the PDF in a text editor and you will see it starts with 'SQSH', meaning that it is a compressed file. But its filetype is 'PrntDefn' so change this (*on a copy!*) to 'Squash' (&FCA) so that the computer will know too.



Squashed file

Now double click on 'Squash' in the hard disc Apps directory (or App1 on



Part of the Edit Draft Highlights window in the Printer Definition Editor

floppy disc) to install it on the icon bar. Drag the PDF icon on to 'Squash' on the icon bar, which unsquashes it, and save it under another name. This new file can be examined under !Zap or !Edit. You will find the same codes as PrintEdit gave but in a peculiar format. For the Epson FX80, this is the *second* set of 't_modes' listed. (All the codes for the graphics modes and character definitions are available too, if you want them.)

3. The printer manager !Printers also contains the codes of the current PDF, including any alterations which may

have been made with PrintEdit. This is the file !Printers.dp.PrData and it is a text file, the computer having got them by unsquashing the selected PDF. The codes are in the same format as those in Section 2.

4. Now the codes in Sections 2 & 3 have to be interpreted. They bear similar labels and are in the same order as those in PrintEdit. Taking the code for 'elite' type on the FX80 as an example, we find:

t_elite: |R |[W |@ |[M
(I've added some spaces)

Now, '[' (=Control) when followed by a character means subtract 64 from the ASCII value of the character. 'R' is 82, so that gives 18. '[' gives 27. 'W' appears by itself and has the ASCII value of 87, etc. So the whole string becomes:

18 27 87 0 27 77

(extra spaces added for clarity)

PrintEdit displayed this string as:

18, 27,'W',0 27,'M'

in which the ASCII codes 87 and 77 are replaced by the corresponding characters 'W' and 'M'.

In fact, '18' is the code to cancel condensed mode, '27 87 0' is the code to cancel enlarged mode,

'27 77' is the code to turn on elite mode.

knowing that the two non-compatible attributes were already turned off, but you can see that in a general printer driver all possible contingencies should be covered, and all the necessary 'turn off' codes have been put in front of 'turn on' codes. (In my directory 'PrintText', they are separate.)

```
t_mode:
t_page_lines: ICC
t_08: TH
t_09: II
t_0C: IL
t_0D: IH
t_0D0A: IMIJ
t_start: IRICWIEICPICRI@
t_end: ILICE
t_pica: IRICWIEICP
t_elite: IRICWIEICH
t_condensed: IOICWIEICP
t_expanded: IRICWIAICH
t_b_on: ICG
t_b_off: ICH
t_i_on: IC4
t_i_off: IC5
t_l_on:
t_l_off:
t_sup_on: ICSIO
t_sup_off: ICT
t_sub_on: ICSIA
t_sub_off: ICT
t_u_on: IC-IA
t_u_off: IC-I@
```

Detective work

At this point in our detective work, we would not know the meaning of the first two codes. However, we can always be sure that a '27' is the beginning of a code. Looking next at the code for expanded text (i.e. enlarged text), it translates into:

How the codes appear in the Printer Definition File

18 27 87 1 27 77

So that entry contained three separate codes.

Generally speaking, I would only use the last two numbers to turn on elite,

and, comparing the 27 87 1 here with 27 87 0 earlier, suggests that the former turns something on and the latter turns it off. In fact, these are the on/off codes for expanded text and

one might have expected 27 87 1 to follow 27 77 which is the code for turning on pica.

Any difficulties can be resolved by trying the codes out on the printer.

Such practical tests can be carried out using BASIC and the VDU instruction (see below). (The '15' is the code for setting the condensed mode and '18' unsets it.) Many makers use many of the same codes—the so-called 'Epson compatible' ones.

5. The control codes, once identified, can be used inside BASIC programs in VDU statements for direct control of the printer. Take an example, (spaces inserted for clarity, only):

VDU 2 , 1,27,1,77, 3

or VDU 2, 1,27,1,'M', 3
or VDU 2, 1,&1B,1,&4D, 3
all do the same thing.

Here, the '2' would turn the printer on, the '27,77' sets it for elite-type printing, and '3' (temporarily) turns it off. The '1's mean send the next character to the printer and not to the screen as well.

The '1's are particularly necessary because some ASCII values less than 32 have violent effects.

Thus VDU12 clears the text area, VDU26,x changes the screen to mode x, although VDU27, as it happens, does nothing visible at all, and 2 and 3 only affect the printer.

The codes can be strung together to any length in a VDU statement.

Advertising your computer sales and wants

If you want something for your computer, have something to sell or you need some help or advice outside the scope of the Club's Technical Help Service, you can use the pages of Eureka.

Members' small non-commercial advertisements are published without charge. Send them by email or to the Club's usual Freepost address.

All advertisements are accepted entirely at the Editor's discretion.

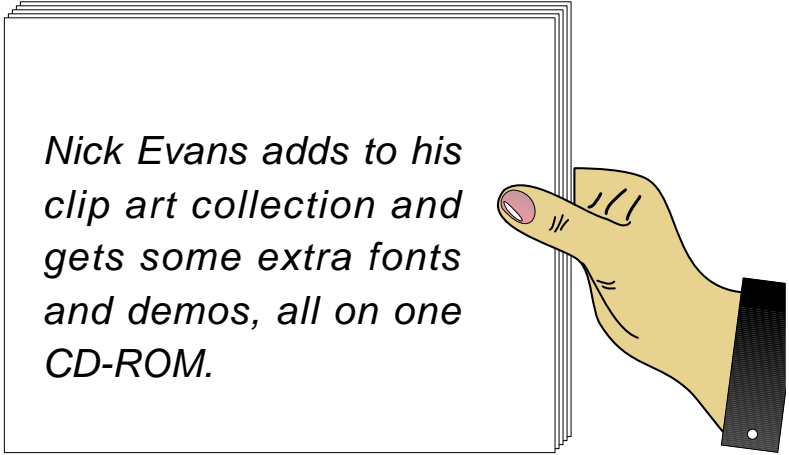
PublishArt 3 CD-ROM

Oh no, you might say. Not another clip art review. Yes, but not quite. PublishArt 3 CD-ROM plopped through my letterbox recently. It is advertised as containing more than 2,700 (uncompressed) ArtWorks files occupying 48Mb on a CD and the same (uncompressed) files but in Draw format occupying a further 39Mb.

These files are also sold on HD floppy discs —not much use for those with older machines that do not have a high density disc interface. The files may be released on DD discs in the future, but if you are interested in that medium you will have to get in touch with Smart DTP, who say they ‘will assess demand’. The files on floppies are compressed but not those on the CD. The other disadvantage of the floppies is that you get either Draw or ArtWorks files, not both.

The reason that both Draw and ArtWorks files are included is

because everyone has Draw but ArtWorks gives much better line art files due to the blending and graduated fills available in that program. It contains several other goodies in order to fill out the CD a bit (otherwise it would certainly look



Nick Evans adds to his clip art collection and gets some extra fonts and demos, all on one CD-ROM.

sparse). As it is there is barely 100Mb of data on it.

iSV Font pack 277

This has over 300 fonts. Blackface, Bracknell, Broadnib, Blacksmith, BroadSheet, Celesta, Charley, Cibarious, Collegum, Copper, Designer, Dominic, Eastwood, Gothic, Hayley, Heraldew, Holman, Improv, ISVBodoniA, ISVJunior, ISVSans, Koenig, Marquand, Milligna, Modernize, Ocarina,

Revision, Scrivener, Slimline, Stapleton, StMartin, StMary, SuperSans, Swinley, Wantayne are the 35 font families included. The others are different weights of these.

Colourfun

Colorfun is a collection of plain line art and is alleged to be a multi-purpose package for use by young children in conjunction with Smartworks, an ArtWorks resource package.

Electronic circuit development with which you can produce schematic diagrams for electronic circuits. I am doubtful that you can actually produce a usable printed circuit board template that is the correct size. More than 220 extra Impression borders, most of which have been converted from release three borders.

Twentyfour irregular frames for use with Publisher are held in one Publisher document and there are more than 220 picture clip art files from Smart DTP which have been released as PD. There is also a special offer to purchase Mr Clippy, a clipart manager, from iSV at 25% discount.



Colourfun clown

There is a directory of demos of commercial programs which are archived and the ArcFS reader is included on a separate DD floppy disc.

There are demos of commercial programs —these are FontCatalog, FontKern, FontTrix, iSVMetric, DrawWorks, TableCalc, Xstitch and SerialNET from iSV, EasyClip from Fabis, Studio24Pro from Pineapple and TextEase from Softease.

At last we get to the meat of the CD. It contains, within the 2,700+ total, 1,500 files that were included in PublishArt 2. Many of you will, like me, have acquired the earlier package



Backdrop Bdrop009 (previously known as Autumn)

for a tenner when resubscribing to Acorn User magazine last year. I assume that it is because the majority of the line art is from the earlier release that Smart DTP are offering an upgrade price of 50% off release three.

The 15 categories are backdrops, borders, bullets, corners, designs, drop caps, headfoot, highlights, margins, patterns, quickpaper, rules, stencils, surrounds and symbols.

The files are not given very helpful titles, for example, within the Borders directory the files are interestingly called Bord001, Bord002 etc. even the PublishArt 2 files have lost their slightly useful names. This is made even more annoying by the fact that there is no index, thumbnail or whatever, to help you choose from, for example, the 50 quickpaper files which are enthusiastically named from Qp001 to Qp050. This means loading up each file to see what it is.

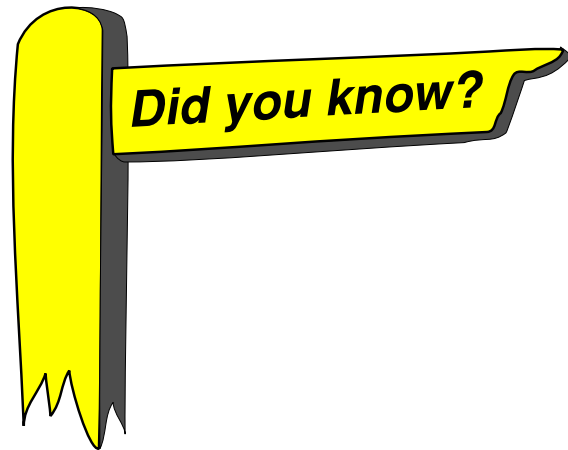
There are a few really good PD programs available with the ability to export Thumbnails as small draw files to at least give some idea as to what is behind the file icon so this should not have been a problem. With the obvious cooperation between Smart DTP and iSV perhaps a version of Mr Clippy that was partially disabled, such as one that could not load new files but could still export, would have been possible.

However, the line art itself is of a very high quality with lovely fills and full use of colour where appropriate. All of this is as adjustable as you want it to be.

The CD also comes with an excellent 31 page booklet. This does not, as you may have thought or even wished, give a printout of what each file looks like, but gives useful hints as to how to use the artwork. It emphasises that PublishArt is a resource to supplement the features and capabilities of your existing DTP and graphics packages. It is almost worth upgrading from version two for this booklet alone.

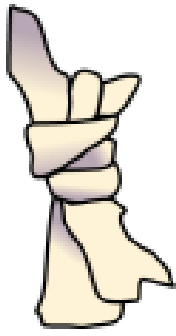
The other very useful point that it makes is that you must be prepared to alter the files to suit your needs. For instance you can alter the pattern files and so use them as borders. You may need to alter the colouring within the files depending on the type of text printing that you are using. It gives examples of changing the colours, shape, size and aspect ratio of the graphic until it suits your needs.

This is a useful point that continually needs to be impressed on everyone. The line art that you obtain, whether they are from a commercial or a PD source, are capable of a great degree of manipulation to obtain the desired effect. With a little imagination they are extremely versatile. I have found



that I can only very rarely find the line art file that I would like straight from my collection. It seems to me that there is never anything that I can really use straight away and have reluctantly come to accept that the clip art I do use practically always needs to be manipulated in some way before it is how I would like. The idea of drag and drop with regards to DTP just doesn't seem to work for me. This means that when I decide to do something it always takes far longer than I feel it should because the graphics (and often text) always seem to need manipulating.

The manual is well printed on good quality paper and is well presented. It is a pity that a spelling checker was not used on the final product though. For example 'receive' is spelt wrongly (on page 11). Other minor details have also slipped somewhat such as using 'to' instead of 'too' on



**DON'T
FORGET!**

page 10. There is an errata slip included due to a change in symbols on some pages which was probably introduced because of a font change somewhere along the line.

As far as copyright is concerned it appears that you can use the line art in any printed form but not in a form by which the line art files can be extracted —such as sending files in disc, email etc. It seems reasonable to me especially when you realise that some commercial line art can't be used in commercial documents due to absurd copyright restrictions.

iSV fonts pack 277

As for the iSV fonts, they need to be extracted from the CD by an Installer program which puts the fonts into a font manager —this is either the Acorn Font Manager, EasyFont from Fabis, or FontDir from LookSystems. The fonts are stored as CFS files within the Installer as intmetrics and outline files with names such as Int13

and Out13. Unfortunately the *MOUNT 0 command has been left in the font extraction program so it expects the fonts to be on a floppy disc.

Fortunately this problem has been recognised at a late date and an accompanying disc includes an amended version of the Installer program and also a StrongArm aware version of the ArcFS reader.

The idea of a DTP disc with line art and fonts is worth taking up. A very worthwhile resource for anyone who does any DTP —schools, clubs, SOHO aficionados etc. I shall not be giving this one up!

PublishArt 3 CD-ROM

Price: £39.95 including site licence

Upgrade from version 2: £19.95

Supplier: Smart DTP

36 Park Road, Duffield, Belper,
Derbyshire DE56 4GR

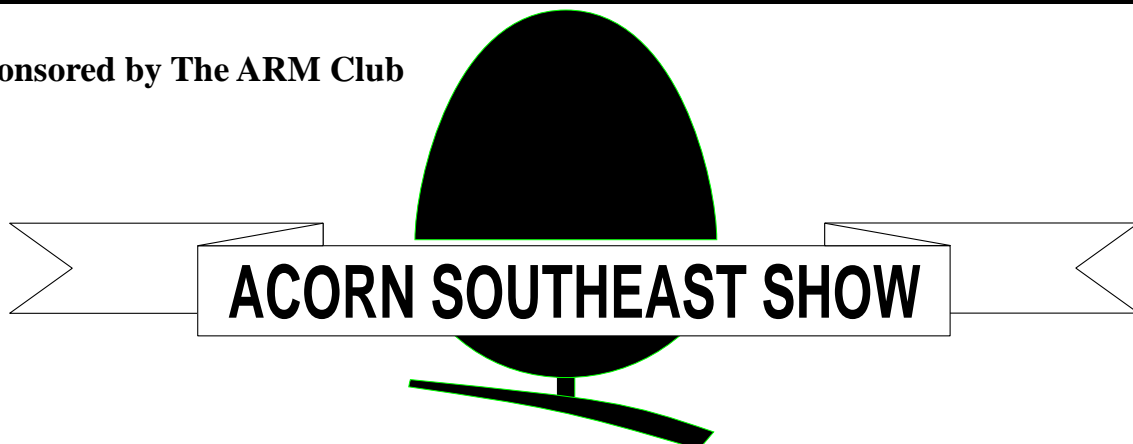
Tel/Fax: 01332 842803

Mobile: 0976 407270

Email:

jparry@fednet.demon.co.uk

Sponsored by The ARM Club



SATURDAY 5th July 1997

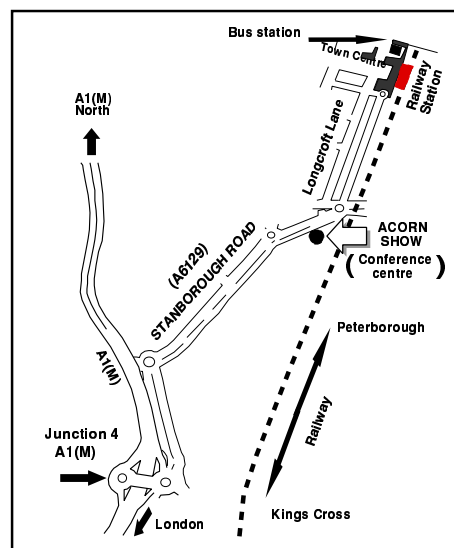
The Collingwood Suite
Stanborough Road
Welwyn Garden City
Herts

Admission: Adults £1.50 / ARM Club members £1.00
Children under 16 FREE (accompanied by adult)

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Phone (01582) 767540
BBS: (01707) 323531 / 24 hrs
acornshow@digibank.demon.co.uk
<http://www.digibank.demon.co.uk/>



Mr Clippy

Here we go, another utility for sorting out my collections of pics! Well is it any good?

Let's have a look, I thought, because Aaron Timbrell's stuff is always original and consistently good value for money.

But more important is the size of the window for your clip collections. It is much bigger than any of the other similar utilities such as Thumbnail or EasyClip etc. I like this because so many of my photographs, for instance, are too detailed for me to make a decision on a postage stamp

Christopher Jarman sorts out his pictures in a funky blue and yellow window with a singing accompaniment which reminds him of Eccles.

Mr Clippy, from iSV, is certainly original. It comes with sound effects. Even a little song when the banner comes up at start-up.

Goon Show fan

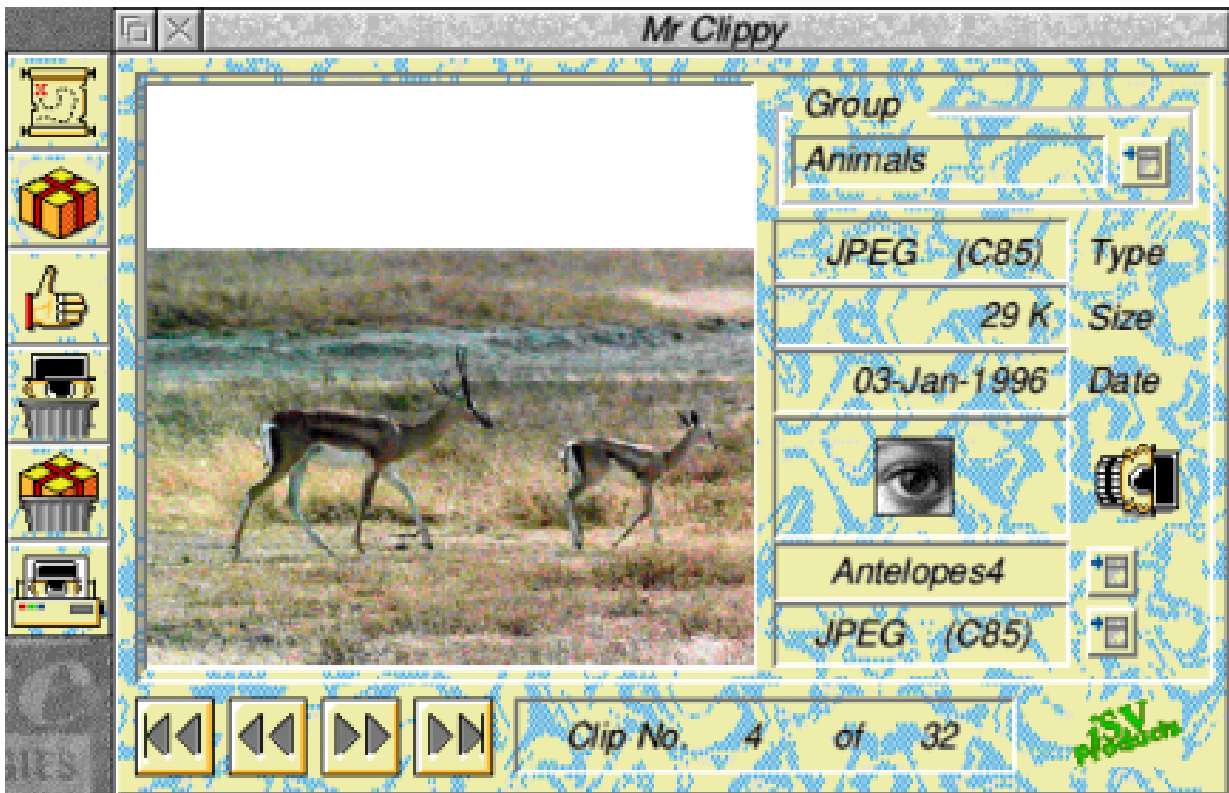
I think Aaron must be a Goon Show fan as it is definitely Eccles who is singing 'I'm Mr Clippy....'. Then if Mr Clippy cannot locate your original picture at any time it goes 'Oohoo!' in Eccles's voice again!

But don't worry, the sounds and voices can be switched on or off in the usual preferences box on the icon bar!

sized example. So that facility scored high in my book.

The other aspect that I always like with iSV's products is the on-screen manual. Aaron Timbrell uses his own program InformView which he has brought to a fine art in my opinion. It is very simple to use and contains coloured illustrations of the way to work all his products with clear pages of instruction.

Mr Clippy has its own manual in this form with 28 pages giving detailed instructions. I will confess, nevertheless, that I only skipped



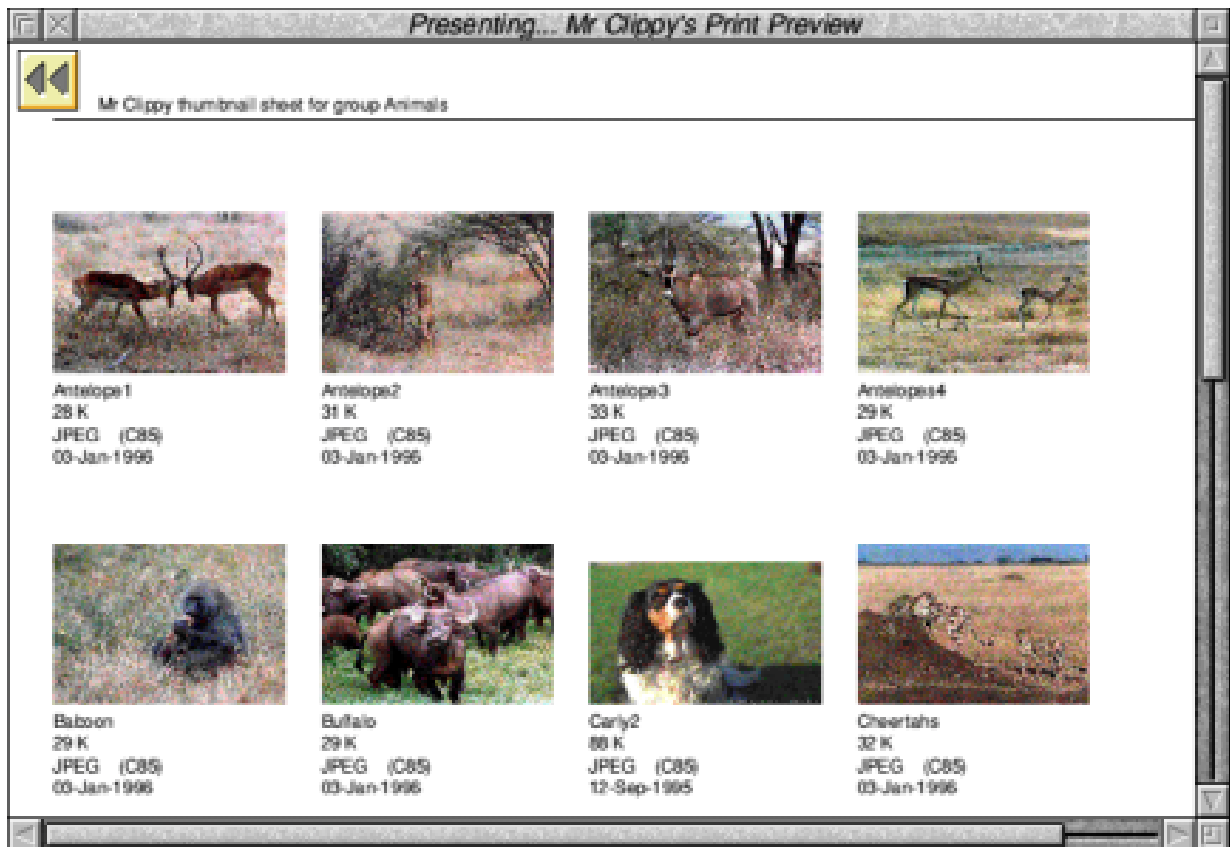
Funky windows in far out patchy blue and yellow — or grey, if you prefer.

through it, as Mr Clippy is intuitive enough not to need the manual for the most part, certainly not just to get started. It also supports interactive help anyway.

Mr Clippy comes with an installer application and is soon plopped onto your own hard disc. From then on you can either keep just the one copy and have it contain *all* your clips in named groups of your choice or you can copy your Mr Clippy to other parts of your disc; and indeed to separate Syquests or Zip drives. There you can arrange the contents entirely to your own

satisfaction. I believe iSV has put up to 30,000 images in one copy of Mr Clippy already. I am told that theoretically it will take up to 500,000 images altogether, with 5,500 images per group!

Another original touch is the 'Funky' windows! The style for Mr C is well removed from the standard sedate Acorn colours! Nevertheless, all the functions are standard. It's just that yellow and blue patchy background is well — far out man! At least we would have said that a few years back! It can be turned off of course,



Open the window and drag your pictures in, to form a group

and you can work it with the standard grey backgrounds like everyone else's, but you have to hand it to iSV, they try!

Once you have the window, you merely drag and drop your pictures into it to form a group.

You may have as many pics as you like in a group and, as far as I can see, as many groups as you like too. You may have to copy another Mr Clippy to make things easier to handle but that's no problem. The little <menu>

icon on the top right of the window gives access to the groups you have formed. The filetypes supported at present are, Drawfiles and Artworks,

then the bitmaps JPEG, GIFF, TIFF, Sprites, Hawk digitiser, Pro Artisan, Clear, TimeStep, Degas, Rayshade and Windows bitmaps. Mr Clippy will also accept ArcFS Archives as well by just dragging and dropping onto the window.

Ordinary directories full of picture files may also be dragged and

dropped onto the window and all will be stored in order and quickly become accessible by means of the Video controls at the base of the window.

For those people who like to have an overview of thumbnail pages, iSV have added the option to select 'Print' in order to print out your groups on A4 pages. There is a preview facility for this on the screen. So now you have the choice of small images to look at or the larger previews in the window, very nice indeed.

Saved out

Clips can be saved out immediately from Mr Clippy straight into any other application or DTP package. Normally you would save out files in the filetype that they were originally. But there is a super facility to choose another filetype to save out in, so a picture originally stored as a JPEG could be saved out as a Sprite or a Drawfile if the option is selected. Thus Mr Clippy can short-cut the use of ChangeFSI in many instances.

There is also a 'Find a Clip' button on the left hand button bar. On selecting this option you merely type in part of the name of your desired clip and the

finder will almost certainly locate it for you. Mr Clippy works in OLE mode when the clips themselves are on the same disc as itself. Just a double-click on the picture in the window and it will load into its own application format —Artworks, or Paint etc. straightaway.

Back to the manual

Coming back to the manual after the first play is rewarding because all kinds of useful additions are then apparent. I am still finding out what it will do. For instance, <adjust> sometimes has a different effect from <select> when using the video controls. That is while <select> moves the images one at a time <adjust> will move back and forward by ten at a time.

Mr Clippy

Price: £21.50 inc VAT and postage (£2 extra for overseas)

Supplier: iSV Products

86 Turnberry, Home Farm

Bracknell, Berks, RG12 8ZH

Tel: 013344 55769

Email: atimbrell@aol.com

Studio 24 for the Risc PC

Does anyone know if a Risc PC compatible version of EMR's Studio 24 was produced? If you have such a version and are willing to part with it, or know how to get in contact with the authors of the package, please contact Philip Anthony
18 Bond Street, Swansea, SA1 3TU.

Trouble with DOS discs

Why is it that whenever I format a disc to DOS on my RiscPC 600, with StrongARM, none of my friends with IBM compatible PCs can read them? It is completely universal now. I have tried sending my DOS formatted discs to people using many different PC machines and they can never read them. If I want to give them a copy of my font for example, they always have to format a disc on their own machine and send it to me for me to place the font on it.

I have no problem *reading* DOS discs or CD-ROMs, only in formatting to DOS.

Christopher Jarman

Email: quilljar@argonet.co.uk

Tel: 01962 862227

For Sale

Back issues of Acorn magazines

BBC Acorn User

Risc User

Micro User

Acorn Computing

Some of the mags go back to 1984.

The cost 30p plus postage.

Tel. 0181 445 2126

9am to 4pm Monday to Saturday.

!RiscUtils

Damian Leslie the author of the shareware program !RiscUtils, which was published for the first time on the Eureka 20 disc, unfortunately forgot to include his address for registration.

Please contact him at:

2 King George Avenue

Bushey, Herts, WD2 3NT

Email (during university term time):

u9601163@bournemouth.ac.uk

The ARM Club Web Site

Internet Co-ordinator: Tom Hughes

The club's web site has recently moved to a new provider, a process that should have been transparent to the users but which does mean that we have more space available, plus an ftp site for more reliable downloads. As a reminder, the web site can be found at:

<http://www.armclub.org.uk/>

and the new ftp site at:

<ftp://ftp.armclub.org.uk/>

The web site includes news on forthcoming events, and information on all our shows and the shows that we will be attending. There are also details of the Club's software products, including an online version of the GameOn! and StrongGuard! compatibility database.

The PD Library catalogue is also available online, including a fully searchable version. In addition a small selection of PD programs are available as a sample of the Library's contents.

Coming in Eureka 23 . . .

We review WimpBasic and find out How To Be Bottom (strictly in the Shakespearean sense). Our series on Creating An HTML Page resumes and there will be reports from the Shows, where several new products are expected to be revealed — plus all our regular features.

Eureka 23 — arriving through your letter box in August 1997

Club contacts

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Members' technical help	support@armclub.org.uk
PD Library	pd@armclub.org.uk
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0171 288 3451

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